



NETBATTLERS ADVANCE

Version 8
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WHAT IS THIS?

NetBattlers Advance is a side-book of supplementary rules for NetBattlers, the unofficial MegaMan Battle Network tabletop RPG. This is full of optional content you can use to spice up your games. If you want to read the core rules and learn how to play, get the latest version of the rulebook here: MerryMancerGames.com. You can connect with the rest of the NetBattlers community and find people to play with at the Discord server here: discord.gg/ehZ9Y4g



PART 1: EXTRA RULES

STARTING STRONGER

These rules create player characters that are older and/or more experienced than everyday kids. The starting chips for the License ranks are in addition to the default starting pool and the Licenses before them. Combine the ages and Licenses as you please.

TEENAGER NETOPS

NetOp stats start at 2, except for one at 1. NetOp skills start at 0 by default. Choose three skills and set them to 1. Choose one skill to set at 2, and one to set at 3. Teens have two Talents.

ADULT NETOPS

Set one stat to 1, one to 2, and one to 3. NetOp skills start at 0 by default. Choose two skills and set them to 2. Choose two other skills to set to 1. Adults have three Talents.

C, A, and S-License NetOps also get **Personal BattleChips** when choosing starting chips. When the player chooses a Personal BattleChip, they pick any normal BattleChip (including any Advance Content the GM allows) that fits thematically with their NetOp/Navi. (Example: PaladinSword for a medieval-style Navi, or Timpani for a drummer NetOp.) The GM gets the final say as to whether a BattleChip can be taken as a Personal BattleChip. Each License allows for a different number of Personal BattleChips. Personal Battlechips do not count towards the normal starting chip limit.



C-LICENSE

Experienced NetBattlers - best in the city

In addition to the expanded pool of starting chips below, you start with a NaviCust and 6EB of space. You can have one Personal BattleChip. Pick 4EB worth of NCPs to start out with.

CrystalBlade

2 Damage, Close [Blade]

A gleaming crystal blade. Can instead be used to reveal & stun Near invisible targets.

GhostSeed

Near [Hazard]

Throws a seed that spreads the element of the last enemy you deleted.

ZeroKnuckle

3 Damage, Close, Slow [Impact]

If you delete an enemy with this, you can use their element for a downshifted Affinity roll.

Vault

Far [Rush]

Fly into the air! A wind burst shoves everything that's Close to your launch point away.

Grappler

1 Damage, Near [Shot]

Drags the target into Close range.

Insert

Close, Slow [Summon]

Creates a large amount of a Near ally's element.

ColorPoint

Simple [Support]

If your Element is Near, consume all of it to add +2 dice to your next roll.

StickyStick

2 Damage, Near, Awkward [Thrown]

Tosses a 10-foot pole. Sticks to whatever it hits; difficult to break.

YamatoRush

2 Damage, Near [Wave]

Spear soldiers! Can spend 1 Bravery to upshift defense or give the soldiers another order.

STARTING STRONGER, CONTINUED

A-LICENSE

Top-Tier NetBattlers - best in the nation

In addition to the expanded pool of starting chips below, you start with a NaviCust and 10EB of space. You can have two Personal BattleChips. Pick 6EB worth of NCPs to start out with.

MirrorSword 2 Damage, Close [Blade] A shining silver sword. Can instead be used to parry a projectile attack.	SandRing 1 Damage, Close, Slow [Hazard] A hidden pitfall trap forms in front of you.	GutStraight 2 Damage, Near [Impact] Fires a fist through the air that upshifts the enemy's next Stamina roll
RollFlash 2 Damage, Near [Rush] Warp Close to the target and whip them! Spend 1 Charm: Heal a Near ally 2 HP.	DiffusalCannon X Damage, Near [Shot] Add 1 damage for every stat and skill point reduction you have. Max 5.	GhostGloves Close, Awkward [Summon] Floating gloves mimic your hands, even if out of sight. Can't cause damage.
Fanfare Near, Awkward [Support] Sing loudly to grant an ally a Guard; they are invincible for their next roll.	SwapRing 1 Damage, Near [Thrown] A glowing, magic ring! Instantly swaps your position with the target.	Poltergeist 2x2 Damage, Near, Dangerous [Wave] Pick 2 large objects in range that aren't stuck to a surface; they slam into the target.

S-LICENSE

Legendary NetBattlers - best in the world

In addition to the expanded pool of starting chips below, you start with a NaviCust and 15EB of space. You can have three Personal BattleChips. Pick 10EB worth of NCPs to start out with.

LaserRazor 3 Dmg, Close, Dngr., Slow [Blade] A glowing razor made of raw energy. It can gradually burn through any material.	Grabby 2 Dmg, Near, Piercing, Slow [Hazard] A massive hand pops out of a surface. It grabs the first thing that moves Close to it.	BronzeFist 2 Damage, Close, Guard [Impact] A parrying gauntlet. Can instead turn the next time you fail a melee parry into a tie.
MetaGel 2 Damage, Near [Rush] Turn to jelly and splash into Close range. Your body is solid again after a minute.	IceSlasher 2 Damage, Near [Shot] Enemies deleted by this turn into frozen blocks shortly afterwards.	Sensor 2 Dmg, Close, Accu., Slow [Summon] A motion-sensing eye stuns the first enemy it sees and alerts you. Takes a minute to open.
TimeStopper Guard, Slow [Support] Next time you succeed a Mind roll with 2+ hits, stop time long enough for one roll/chip.	GutsShoot X Damage, Near, Awkward [Thrown] Toss an ally! X=your ally's Body score.	ToadMelody Near, Awkward, Slow [Wave] Pick 2: stuns targets; next Charm roll has more range; your next water-related attack is Piercing.

LIBERATION MISSIONS

In Liberation missions, players tackle a series of small-scale challenges under a time limit. They are designed to keep the action varied and fast-paced, either in one-shots or as a part of a campaign.

The Map

First, the GM lays out a map with 6-18 tiles in front of the players. Each tile represents a contained area, often a room. Tiles should be connected to 2+ other tiles. Short missions can be finished in ~3 tile clears, while long missions may require ~7. Liberation missions should not be linear, instead allowing players to proceed through the map as they choose. If there is a boss, the GM should make it clear where the boss is before the players fight them, either at the start or discovered midway.

When the players enter, they begin on a specific tile. Most tiles are contested, meaning they are controlled by the enemy. Entering them will trigger a **Countdown** to an alarm. Once the alarm has been disabled and the room has been cleared of threats, it will no longer be contested.

The GM describes the appearance and challenge of each tile on entry. The tile's description is critical. Keep them simple - they should be able to be expressed in a couple sentences. GMs should pick a few important objects to highlight. The challenge at hand can range from brief Virus fights (1-2 Viruses is a good number), puzzles, and social encounters. Plan for variety to avoid repetition.



The Alarm

Tile entrances are armed with a **sensor field** to detect intruders. When a player enters the field, the alarm is triggered unless they bypass the sensors using Sneakrun or a chip like Invis or Shadow. Players are unable to bring their element from a prior room; the sensor field dissipates the element.

Each alarmed tile has an alarm control panel. If the room is cleared of threats (no remaining hostile Viruses and hazards neutralized), the alarm deactivates automatically. Some rooms may allow players to leave the room before the alarm deactivates; in that case, the alarm will not sound if everyone leaves the room, but it will not count as deactivated and will reactivate the next time the players enter.

LIBERATION MISSIONS, CONTINUED



Different control panel models are deactivated differently.

Lockboxes are encased in a hard shell that requires force to break. Once the shell is gone, anyone can disable it by pressing the buttons.

CryptoLocks are encrypted, unlocked by a Normal Coding roll.

ProgLocks are special blue-colored Mr. Progs. These Progs are able to turn the alarm on and off, but they tend to have personality quirks, and are often oblivious to threats facing the system. ProgLocks can often be deactivated by charming them or helping them with a small task, though intimidation may also work. Deleting a ProgLock automatically activates the alarm and makes it impossible to disable.

SyncLocks are made to ensure only human-controlled Navis pass. On activation, a series of prompts appears on the NetOp's PET. The NetOp must succeed an Easy Affinity roll to sync up with their Navi and clear the prompts together. (Unusable by Independent Navis.)

StealthLocks are invisible control panels. They emit a subtle audio signal (e.g. beeping; static) and can be found with a Sense roll, though noisy environments make that Hard. StealthLocks throw a shower of sparks when damaged, briefly revealing their position.

There is a brief period between the alarm being triggered and its activation called the **Countdown**. During the Countdown, the GM gives the players a timer number between 4 and 12, with lower numbers being more severe. Every time a player rolls or uses a Cost Power or BattleChip, the Countdown timer lowers by 1. (Simple chips and ☹ Navi Powers do not decrease the timer.) Parrying and defending against an attack does not lower the Countdown timer. When the timer hits 0, the alarm sounds, which triggers one or more repercussions. They may put adjacent tiles on high alert, summon reinforcements, create a threatening hazard, or something else.

Additionally, if the tile is cleared with each player reducing the Countdown timer by one or less, the players get a **Perfect Liberation**. After the mission is complete, the GM gives the players a reward based on the number of Perfect Liberations they achieved. For example, a GM might give the party a Rare Mystery Data for every two Perfect Liberations, or simply 1000z per Perfect Liberation.



LIBERATION MISSIONS, CONTINUED

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Generators

Liberation maps have 1-3 generator tiles, which contain generators. While active, generators create extra difficulties for nearby tiles. Players have to sabotage generators to disable them; exactly how is up to the GM. Generators double as alarm controls. These tiles are tightly guarded. Some generators can be hacked with a Normal Coding roll before being disabled for a one-time benefit.

Generator Examples

Amplifier: A bulky machine that temporarily powers up Viruses within two tiles. First, the Viruses start beeping. Next, they swell with energy, getting +2 dice to their next roll. When hacking an Amplifier, for each hit, everyone gets that many bonus dice on their next roll.

Spawner: A glowing platform that generates a specific Virus. When players clear a tile, the Spawner creates a Virus on a Spawner-adjacent tile. Spawners can only add one Virus per tile. If all adjacent tiles have a generated Virus, the Spawner expands its range by one. On hacking a Spawner, it makes a friendly Virus to help the players.

Shaker: A huge piston periodically sounds a siren, then slams into the ground, sending massive shockwaves to nearby tiles. The GM decides the Shaker's range. Anyone on the ground while the shockwaves rock nearby tiles upshifts their next roll. Shakers may also make the environment gradually more dangerous with their shattering quakes. On successfully hacking a Shaker, at any point, the Navi can trigger a single remote earthquake in the tile they're in.

Scanner: A giant radar beeps, then scans nearby tiles. The GM decides its range and if its view moves clockwise or counter-clockwise. When the Scanner sweeps over a tile with players, any player caught moving reduces the Countdown by 2. The sweep lasts a few moments. When hacking a Scanner, the Navi can pick a contested tile. For each hit, the player can ask the GM about the tile's: Viruses, hazards, alarm type, and threat.

Jammer: A radio tower that enhances adjacent tiles' alarms. In addition to the alarm's normal effects, the Jammer fills the tile with PET-jamming signals, blocking chip usage and communication between NetOps and Navis until the alarm is deactivated.

Optional Rule: Tactical Entrances and Exits

Hidden areas, ways to peek into other tiles, and alternate entrances can allow players to approach liberation missions more strategically. Additionally, players may be able to find (or make) alternate entrances to bypass the sensor field. However, alarms can also be activated by sensors (e.g. a laser grid) or by Viruses. Most Viruses must be Close to the panel to activate it, but stationary Viruses may be able to activate the alarm remotely.



SAMPLE LIBERATION MISSION TILES

The Kitchen

Lock Countdown	CryptoLock 9	Alarm	Light hazard - the cutlery begins flying around the room, periodically striking the players.
Description	A fancy-looking kitchen, complete with a well-stocked bar, fruit bowls, tons of cutlery, and a huge cake on a table. The alarm panel is behind the bar.		
Threat	A Draggin by the cake and an Appley behind the bar.		

The Ball Pit

Lock Countdown	Lockbox 5	Alarm	High alert! All of the adjacent tiles have their Countdown reduced by 2.
Description	An enormous, colorful ball pit sits in the middle of a large room. Mettaurs are hopping about and playing in it, and they don't seem to be paying attention to the players. The alarm panel is somewhere in the ball pit, too. If you disturb the Mettaurs too much, they might get angry...		
Threat	7 distracted Mettaurs in the ball pit.		

The Sandbox

Lock Countdown	CryptoLock 5	Alarm	Backup - Viruses burst out of the sand statues! A Mettaur Ω pops out of the sleeping Mettaur, and a Swordy erupts from the knight.
Description	An enormous sandbox sits in a room with tall windows. A lone Mr. Prog (with a sand bucket on its head) has had a bit too much free time, and has made several beautiful sand sculptures, including a sleeping Mettaur, a Mr. Prog with a crown, and an armored knight.		
Threat	Mr. Prog got carried away and buried the alarm panel! Oops. It must be somewhere in the sand...		

The Clubhouse

Lock Countdown	ProgLock 4	Alarm	Backup - a Champy and Bestplate (two very cool dudes) come out from the club house and attack the players.
Description	In a narrow tunnel, a blue Mr. Prog blocks the way and says "You shall not pass! Cool Dudes Club members only!" Behind him, the players can see a messy room, strewn with video games and comic books, along with another Prog or two. The blue Prog is wearing a paper hat.		
Threat	Mr. Prog won't let them through! (Though he might change his mind if they prove they're cool...)		

The Wall

Lock Countdown	SyncLock 4	Alarm	Hazards! First, the ceiling starts to crumble, dropping rocks (Light hazard), and then it begins sliding down to crush the players (Normal hazard).
Description	A massive stone wall blocks off the other exits. It's covered in all kinds of hieroglyphs. The control panel seems to be on the other side of the wall.		
Threat	By deciphering the runes with an Info roll, they find the code to make the wall slide open: "Open source-a-me."		

SAMPLE TILES, CONTINUED

The Kiosk

Lock	N/A	Alarm	N/A
Countdown	N/A		
Description	A NormalNavi's running a shop here?! They've got a small kiosk in a cozy room, with nice mood lighting and comfy bar stools. The GM should pick a few NCPs and BattleChips for the vendor to sell, as well as some fun extra items (e.g. learning a hint, restoring HP, refreshing a chip, getting a compliment).		
Threat	None!		

Wuthering Heights

Lock	ProgLock	Alarm	High alert! All of the adjacent tiles have their Countdown reduced by 2.
Countdown	8		
Description	A super-tall room with a Protecto in the center, towering nearly all the way to the top of the room. At the top is a blue Mr. Prog, squealing for help getting down. The walls of the room are lined with precarious footholds and crumbling platforms.		
Threat	The Protecto and two Fishy Viruses circling the top.		

The Quiz King

Lock	ProgLock	Alarm	Backup - the studio audience! Viruses periodically hop up and attack the players, including Swordys, Bugtanks, and Dominerds. Keep answering questions!
Countdown	5		
Description	A spotlight appears on a blue Mr. Prog with a crown on his head, who says "Quiz King! Quiz King! Who called the Quiz King?" The room looks like a game show set with a studio audience of Viruses. The Prog refuses to open the door until the players correctly answer 7 questions relating to the campaign.		
Threat	Players must get 7 questions right. They can roll Info to answer, though they should not have to do so for all.		

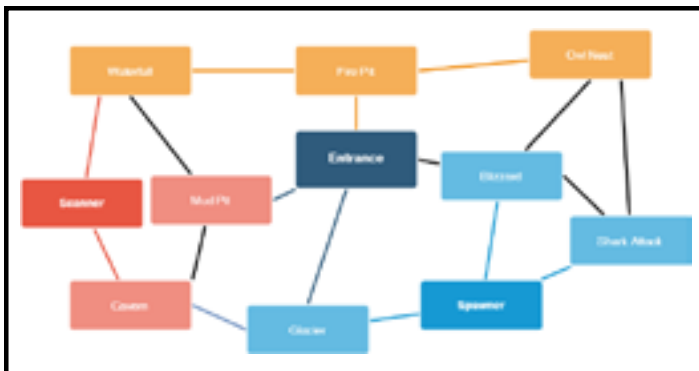
The Jazz Club

Lock	StealthLock	Alarm	Backup - the next two tiles with Virus fights the players enter will also have a Trumpy or MuteAnt (wearing jazzy attire).
Countdown	5		
Description	The players enter a smokily-lit club, with off-duty Progs at the tables enjoying the music. On the stage, a trio of Progs play smooth jazz on their instruments. There's also a Prog barista at the side with a menu of pricey coffee (the first player that buys something gets a piece of Mystery Data on the house).		
Threat	The music's too loud to find the StealthLock! (If the Progs get angry, they call in a bouncer Virus, too!)		

The Mudpit

Lock	SyncLock	Alarm	Hazard - mud starts to flood the room! Any player drowning treats it like a Light hazard at first, and then a Normal hazard if they don't get out soon.
Countdown	9		
Description	A cavernous room with a rocky walkway around deep, gaping pits of mud. The room is lined with stalactites and stalagmites, and the ceiling is relatively low. The control panel is partially submerged in the mud; a Navi will have to wade in to use it. As the players step into the room, two Viruses emerge from the pits!		
Threat	A Handy creates timebombs, and a Jelly takes the already-dangerous mud and throws it about.		

LIBERATION MISSION MAP TYPES



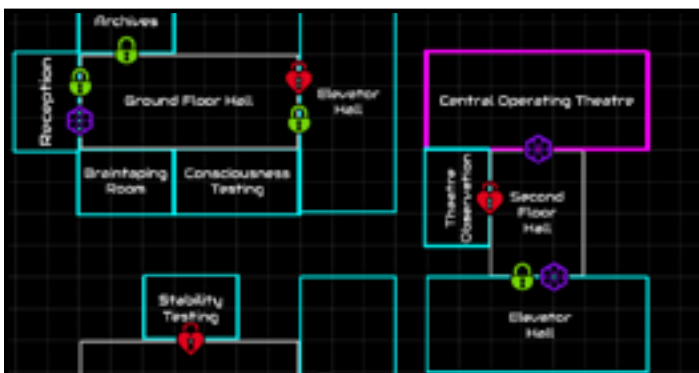
NODE MAP

Simple but effective! Each node is its own tile, with lines showing connections. Need a change of pace? Scramble the order your tiles come in!



METRO MAP

Each station is a tile, and each rail line has a different type of challenge. Mix and match the rail lines for a collection of varied challenges!



FLOOR PLANS

Each room is its own tile! If the map mirrors real-world floor plans, you can encourage NetOps to explore and investigate to help their Navis.



MALL MAP

Similar to floor plans, mall maps are even more open-ended. Have fun with store-themed tiles and NetOp challenges, like evading mall cops!



CLASSIC TILE CRAWL

Go retro with a labyrinthine map! Tiles can be bigger than 1 square. Try multiple floors, hidden areas, locks & keys, portals, and other twists!



MEGAMISSION

For experienced GMs. Mix & match map styles to make a liberation map that could take several sessions to clear! Include plenty of rest spots!

PLAYER VERSUS PLAYER

While NetBattlers wasn't designed around player-versus-player (PvP) action, it can be a fun twist to keep things varied. PvP gameplay can be simple and straightforward, but putting players in a simple fight that only ends once someone hits 0 HP can get repetitive. Try these formats to make competitive play more balanced and varied.

LOADOUT SETTINGS

If players are using new characters for PvP, consider these additions:

- Starting Stronger rules (see Page 3)
- Free Folders: Pick any (non-Mega) Chips when creating Folders
- Bond Powers: Players get 3 Bond Points at the start. They decide who the Bonds are with (if with a player, both sides must agree.)
- Advance Content: Whether NetBattlers Advance content is legal

PVP FORMAT : NETBATTLING

NetBattles are simple fights won by the last Navi (or team) standing. NetBattles have an audience (either NPCs or other people using the Audience Participation rules on Page 11) and a secondary objective, like avoiding hurting nearby Progs. If neither party reaches 0 HP after both sides act 10 times, decide the winner by three criteria:

- Who dealt the most damage to opponents? (Healing not counted.)
- Who won the audience over with style and grace?
- Who best achieved the secondary objective(s)?

PVP FORMAT : STEALING THE SHOW

1. Pick a familiar head-to-head reality competition show

Focus on competitions that involve some degree of physical movement — games solely about trivia, deduction, or otherwise just sitting or standing in one place the entire time won't cut it.

2. Integrate the digital world

Do Navis face a similar set of challenges alongside their NetOps? Do NetOps and Navis take turns being the primary contestant? Try to make both sides relevant, even if the focus isn't equally split.

3. Optional: Add NPC contestants

NPCs competing alongside the player characters can blur the boundaries of PvP. Can any of them defeat the favorite? (And adding a drop-out doofus means the sting of last place isn't a real threat.)



GAME EXAMPLES

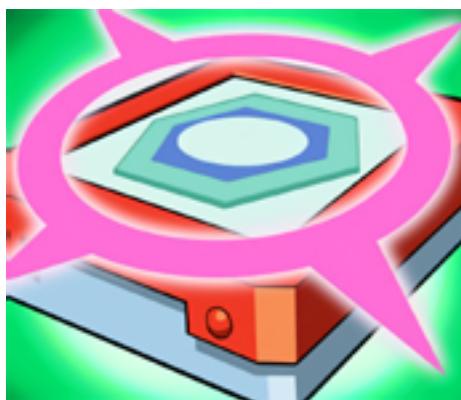
- The OK Netopian Bake-Off
- Tussle at the Temple
- NinJoy Obstacle Blitz
- Remarkable Relay Racing
- Digital Idol
- The Momogra
- Extreme Hide & Seek
- Megamall Mania
- TaskManager
- Homepage Flippers
- Drag Race Condition
- CybeRunway

PLAYER VERSUS PLAYER, CONT.



MR. FAMOUS'S FAMOUS TIPS

At its core, NetBattlers isn't a competitive game — it's about collaborative storytelling. That means that winning isn't what matters most in competitions; it's about spectacle! Be flashy, make big plays, and don't worry if a risky move costs you the game. Win or lose, a memorable match will have the most impact on your characters!



PVP FORMAT: VERSUS LIBERATION MISSIONS

With simple, diverse goals and quick time limits, Liberation Missions (Page 5) keep the competition fun, fluid, and unpredictable. Don't worry about generators or map movement — write 3-5 tiles and treat them as different rounds of a competition, with all contestants moving together from tile to tile. Give each tile a goal only one Navi (or team) can complete. If the alarm goes off, either end the round and make the winner whoever has the most points, or introduce something to make the round end quickly. Decide the order in which players act with opening jack-in rolls.

Before the first round, consider a "setup phase" in which everyone gets 2 actions. Actions can be a chip slot-in, a roll, a Cost Power, or assisting an ally. Rolls automatically get 2 hits, and assisted rolls automatically get 3 hits.

Try out these competition-themed locks when designing your tiles:

GoalLocks look like sports goals, labelled to show who owns them. They give the owner a point when something specific is put inside (e.g. a ball; a Mettaur; a cake.) If a room has only one GoalLock, it gives a point to whoever makes the goal. When the alarm triggers, the team with the most points wins.

TeamLocks look like pressure plates, buttons, and other simple devices. TeamLocks only appear in team matches. If teams have X number of players, a tile has X number of TeamLocks. All of them must be activated simultaneously by Close Navis in order to work. The first team to work the TeamLock wins.

CrownLocks look like large, fancy headware. Once a Navi puts it on, it shines bright. When the Navi would cause the tile's Countdown to lower by 1, they instead gain a point. Removing the crown does not reset points. When a Navi reaches 3 points, the CrownLock activates and the Navi wins.

SAMPLE PVP LIBERATION TILES

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Party Time

Lock Countdown	Lockbox 6	Alarm	Backup: Rick E. Ratty arrives! (A Ratty Virus protected by a BestPlate?!) He starts firing pizza-flavored attacks at whoever is farthest from the LockBox.
Description	A bunch of Mr. Progs are throwing a massive party in what looks like a Rick E. Ratty's amusement center. There's pizza, arcade games, a ball pit, and a lot of Mr. Progs. A bunch of Progs are partying underneath a spinning disco ball hanging from the ceiling — you can see the Lockbox inside it!		
Threat	Progs get in the way, and there are plenty of things to throw at each other.		

The Clubhouse, Part II

Lock Countdown	ProgLock 8	Alarm	The round ends, and the Mr. Progs announce who's the coolest.
Description	In a messy room, strewn with video games and comic books, three Mr. Progs evaluate the players. The blue Prog, wearing a paper hat, looks at the group skeptically and says "We can't admit you all into the Cool Dudes Club. Prove that you're the coolest!" Whoever most impresses the Mr. Progs wins.		
Threat	The trio of Progs' questionable ideas about what makes somebody cool.		

Mega Manly Soccer

Lock Countdown	GoalLock 8	Alarm	The round ends, and whoever has the most points wins.
Description	A crowd of rabid sports fans cheers on the Navis as they appear in a huge soccer stadium. Each player/team has their own GoalLock, and at the center of the field is a soccer ball.		
Threat	The GM picks one: the ball is actually an invincible Mettaur that can be persuaded to cheat; a Momogra starts digging tunnels all around the field; after Countdown 4, tons of balls appear on the field!		

Step It Up!

Lock Countdown	TeamLock 8	Alarm	The round ends, and is declared a draw.
Description	Bass-boosted techno and flashing arrows overwhelm the senses as players enter an enormous rhythm video game. The ground made of tiles that strobe colorful light. The TeamLocks are in the center of the arena: glowing tiles that the Navis need to simultaneously dance upon to activate.		
Threat	Not only is bright and loud, but Boingo Viruses keep hiding under tiles near the TeamLocks!		

The Ice Rink

Lock Countdown	CrownLock 9	Alarm	The round ends, and whoever has the most points wins.
Description	An enthusiastic crowd watches the Navis appear on opposite ends of a large ice rink. A spotlight in the middle of the rink shows the glittering CrownLock. Also, someone left the ice resurfacer/Zamboni out...		
Threat	The icy water below is a Light hazard that deals -1 damage, but upshifts the next Body roll. Additionally, the crowd can be appealed to for assistance; they'll happily throw helpful items to impressive contestants.		

AUDIENCE PARTICIPATION



Whether you're a livestreamer or you've got extra friends at the table, audiences can add a lot to roleplay. These rules let the audience in on the fun. GMs be warned: things can get chaotic!

Audience participation uses Cheer Points, which are spent to help the players, and Jeer Points, which are spent to hinder the players.

When players roll a mixed success or a failure, the GM can make the roll's only negative consequences giving the audience Jeer points (2 for a mixed success, 4 for a failure). Players can spend 1 Charge or 500z to buy the audience 3 Cheer points.

Audience members can spend points any time on the following:

1 pt	Roll a d6 on the associated table below
2 pts	The audience member picks a specific effect
5 pts	The audience member picks a MegaCheer/MegaJeer effect

The Game Master can delay a Cheer/Jeer's effects, either because it narratively cannot manifest at that moment, or because they need to resolve other things first. Resolving Cheers/Jeers immediately is less important than keeping the story fast and simple.

Spread out the effects of Cheers and Jeers among the players. Nobody likes feeling left out or dogpiled.

With an audience of 4+, consider limiting who can spend Cheer/Jeer points and how often (e.g. individuals can spend 2 Cheer/Jeer points per hour). Also, consider the narrative source of the effects — an in-universe audience is one of many potential explanations.

CHEER TABLE

1. A player's element appears Close to them
2. Add 2 dice to a player's next roll
3. Heal a player 2 HP
4. Shower a player with 1000z
5. A player gets a Common Mystery Data
6. A player can reroll next time they fail a roll

MEGACHEERS

1. A player's next Cost Power use is free
2. A player gets a new starter chip, usable right away
3. A player gets a Rare Mystery Data

JEER TABLE

1. An enemy's element appears Close to them
2. +2 dice to the next enemy roll
3. A Light hazard appears nearby the players
4. An enemy's next Cost Power use is free
5. A player gets a distracting PET message
6. An enemy can reroll next time they fail a roll

MEGAJEERS

1. Summon a Virus into the scene
2. Jam a player's PET for 5 rolls
3. In 10 player rolls, an Extreme hazard appears

DARKCHIPS

Content Warning: This section deals with toxic/abusive relationships and power dynamics. Confirm everyone's consent before bringing it into play. Use safety tools (Page 26 of NetBattlers' GM Guide) that make everyone feel comfortable, and check in with everyone often. Player comfort supercedes everything else.

DarkChips are destructive BattleChips linked to an outside entity — a **Daemon**. Stronger than MegaChips, they cause devastating damage, manipulate servers, and control minds and bodies. Their excessive power has a cost: when a Navi uses a DarkChip, they connect to a Daemon, forging a Bond.

When a Navi first comes into contact with a DarkChip, even if they don't use it, a Daemon gains a tenuous link. The Daemon may lead the Navi towards DarkChips, either subconsciously guiding them towards real-world DarkChips or directly uploading DarkChip data into the Navi's Folder. If the Navi ignores these temptations for long enough, the link will fade and the Daemon will move on. However, if the Navi uses a DarkChip, they create a Bond with the Daemon.

When a Navi uses a DarkChip, they can either increase their Daemon Bond by 1 or perform their Daemon's Tribute. Each DarkChip disappears after a single use. DarkChips have the same restrictions as MegaChips. However, when a Daemon puts a DarkChip in a Navi's Folder, it ignores all Folder restrictions.



DAEMONS

Daemons have four aspects: their Domain, Tribute, ChaosUnison, and Signature DarkChip.

Domains represent the feelings the Daemon preys on and what benefits it offers. Domains influence the kinds of DarkChips Daemons provide, how they influence NetOps and Navis, and its Tribute.

Tributes are cruel acts of penance that highlight the Daemon's worst. They have long-lasting consequences that persist on jack-out. When a Navi uses a DarkChip, they can choose to perform a Tribute instead of increasing their Daemon Bond. However, once the Navi has at least Daemon Bond Level 3, the Daemon can independently trigger their Tribute. When a Daemon triggers a Tribute, there will be warning signs, like a creeping feeling, icy hands, or uncontrollable shivers — and it's sure to happen at the worst time possible.



DARKCHIPS, CONTINUED



ChaosUnisons are corruptions of the Bond Power CrossSoul. When a Navi with a Daemon Bond activates CrossSoul, instead of spending 3 Bond Points, they can spend a DarkChip to trigger a ChaosUnison. ChaosUnisons still Cross with an ally and contain all the benefits of a CrossSoul, but with three effects. First, activating a ChaosUnison grants an extra Daemon-specific benefit. Second, the CrossSoul instead lasts for $2 + [\text{Daemon Bond Level}] \times 2$ rolls. Third, the Navi increases their Daemon Bond Level by 1 after it ends.

Signature DarkChips can only be granted by that Daemon. They emphasize the strongest and most terrible aspects of that Daemon.

DAEMON BONDS

Each Bond Level a NetOp gains with a Daemon increases the influence the Daemon has over the Navi. Unlike normal Bonds, Daemon Bonds can exceed 3. However, Navis cannot CrossSoul with Daemons. Unless stated otherwise, the effect of each Bond Level stacks with the following levels.

Level 1: The Daemon can freely communicate with the NetOp and Navi via the PET, using whatever form or voice they choose.

Level 2: When the Navi rolls mixed successes during ChaosUnison, the Daemon can turn them into failures or full successes. The Daemon can also subtly manipulate the NetOp's PET.

Level 3: The Daemon can remotely trigger a Tribute for any reason, or no reason at all.

Level 4: When the Navi uses a DarkChip, the NetOp must make an Easy Affinity roll to stop the Daemon from taking control of the Navi.

Level 5: The Navi can ChaosUnison directly with the Daemon, adding 4 to every skill. DarkChip use now requires a Normal NetOp Affinity roll to prevent the Daemon from controlling the Navi.

Level 6+: The NetOp must make a Hard Affinity roll on jack-out, DarkChip use, and when a target is deleted. Failing this roll means the Daemon assumes total control of the Navi, likely permanently.

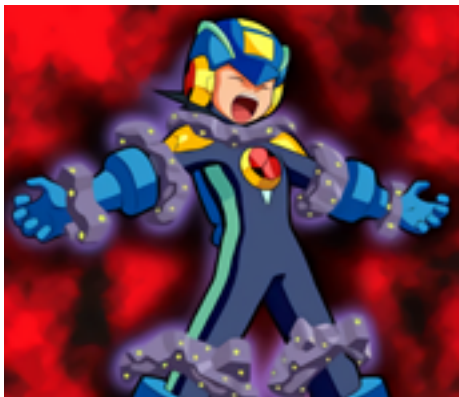
Player characters with a Daemon Bond gain an extra goal: **Subvert your Daemon's desire**. Doing so should be meaningful and difficult — especially difficult if done alone. When complete, in addition to other benefits, reduce the Daemon Bond Level by one.

Reminder: Daemon Bonds are not a sign that the Navi and NetOp are “evil.” Daemons are cruel beings that prey on people's flaws. Daemon Bonds are a sign of unhealthy coping methods, not evil.



DR. REGAL'S DARK REGARDS

What's wrong, player? Afraid of the dark? If it's a bit outside your comfort zone, remember: you and your friends are working together to tell a mutually enjoyable story. If you end up disliking the dark side, you can always talk with them and cut it out of your character's story. “Canon” is less important than all of you enjoying the game!



DARKCHIPS, CONTINUED

GAME MASTERS: USING DAEMONS

When deciding which Daemon to introduce into your game, consider your player characters' flaws. Each Daemon preys on different insecurities. Match them well and your players should find it easy to play off of them. Similarly, be thoughtful about which DarkChips you offer. The right DarkChip at the right time can be exceedingly tempting — especially if you only show it to the player in question.

Speak with your players openly and often about what they want out of including Daemons in the story. Many players enjoy exploring the dark sides of their characters, even (or especially) if that involves putting their characters through emotionally difficult and/or intense events. Work with your players to find out what's right for their character and you'll likely find it goes even better than if you had planned it by yourself.

Be flexible with your Daemon's powers. Spawning Viruses? Corrupting Mystery Data? Haunting NPCs? As mysterious forces with inestimable power, if it fits roughly within their Domain, they can probably do it. Don't precisely define your Daemon's limits; as long as you're consistent, leaving the boundaries of their power ambiguous can help make them intimidating.

Tempt player characters with more than just DarkChips. Think about the darkest way to fulfill that character's desires in a way that aligns with the Daemon's Domain. Then present that temptation in exchange for either a Bond Point or a Tribute, just like a DarkChip. Be creative and think cruelly.

Don't worry about their ties to Battle Network canon if you don't want to. Daemons are meant to be loose interpretations. Feel free to give them different names, visual descriptions, and voices.

Be careful and considerate when equipping antagonists with multiple DarkChips. Just because they might reasonably have them doesn't mean it's fun for your players to face off against a Folder full of incredibly powerful attacks. The most interesting part of DarkChips are the long-term interactions between the NetOp/Navi and their Daemon, and treating DarkChips as power weapons for antagonists loses that. For an array of DarkChip-like tools primarily for antagonists, see Incident Chips on Page 28.



DARKCHIPS: DAEMONS



LIFEVIRUS

Nobody can hurt you. You are finally safe.

Domain: Fear, Security, Isolation

Tribute: Vanish

Signature DarkChip: LifeAura

ChaosUnison: Undying

Vanish: The Navi temporarily disappears. Nobody knows where they go. When they return, they remember little to nothing about their disappearance, but are ice-cold to the touch.

Undying: The hands of the LifeVirus protect the Navi during CrossSoul, rising from the Navi's back. When you would take damage from an enemy attack, the LifeVirus's hands redirect the attack to a Near target of the LifeVirus' choice. Anyone with a Bond with the Navi upshifts their roll to defend, and is pushed away a range band if they fail to defend.

LifeAura

Guard, Dangerous [Support]

A shadowy orb protects the user from all attacks under 5 damage. All Near noise is muted.



GOSPEL

You were weak. You were pathetic. Then I found you.

Domain: Power, Impulse, Self-Destruction

Tribute: BugCurse

Signature DarkChip: GraveBreath

ChaosUnison: BugCharge

BugCurse: The Navi's code corrupts. Daemon picks 2 bugs; they cannot feel or display emotion; they cannot speak or write; on failing a roll, they take -1 HP; anyone they touch gets a Bond with Gospel; their element is changed to Corruption; they cannot jack out when a known enemy is Near. When you increase your Daemon Bond, fix 1 bug.

BugCharge: During CrossSoul, the Navi's body is riddled with glowing, flickering spots. They are immune to their bugs. When the Navi rolls to damage anything, they add X dice, where X=the # of bugs affecting them.

GraveBreath

Far, Slow [Hazard]

Sinister breath bathes the server. Others suffer your bugs and lose 1 HP each time they roll.



ALPHA

You don't have to be different anymore.

Domain: Belonging, Uniformity, Purpose

Tribute: AlphaSeed

Signature DarkChip: AlphaClaw

ChaosUnison: Assimilate

AlphaSeed: Plants an AlphaSeed deep in the server. It gradually grows over time, leading Alpha to assimilate the server. As the seed grows, the server slows down, grows cold, and turns increasingly monochrome.

Assimilate: Alpha's eye appears on the Navi during CrossSoul. They heal 2 HP every roll as Alpha's gelatinous membrane spreads out from the eye. Anyone that touches the membrane is infected with the AlphaBug. After the infection germinates, it either slowly deletes them before absorbing them into Alpha, or Alpha creates a Level 2 Bond with them.

AlphaClaw

4xX Damage, Near, Dangerous [Blade]
Massive claws! X=1; +1 per AlphaSeed in the server. On deletion, Alpha absorbs the target.



DUO

We will achieve justice. They will pay for their crimes.

Domain: Law, Vengeance, Penance

Tribute: Repent

Signature DarkChip: JusticeFist

ChaosUnison: AngerImpact

Repent: Affixes a red gem to the Navi. If the Navi/NetOp knows of anyone breaking the law, the gem begins flashing. If the Navi/NetOp does not fully report the crime within a minute, all gems detonate. Damage to the Navi = 5x[Gem #]. Also hurts the PET; 3 total gem detonations will destroy it.

AngerImpact: During CrossSoul, the Navi gains Duo's stomach cannon. When the Navi attacks targets Duo deems vile, the cannon glows; on hit, it fires a shockwave that adds 3 dice to the attack, knocks anyone defending the target back a range band, and destroys Near recording devices.

JusticeFist

4 Damage, Close, Dangerous [Impact]
Strike with Duo's fury! Deals double damage if the target is unable or unwilling to fight back.

DARKCHIPS: DEMONS, CONT.



NEBULA GRAY

You owe them nothing. Take what's rightfully yours.

Domain: Exploitation, Greed, Cruelty

Tribute: InvisibleHand

Signature DarkChip: ApexPredator

ChaosUnison: ShockTherapy

InvisibleHand: Nebula Gray's hand hovers nearby. Only the Navi can see it. Sooner or later, it marks something valuable (monetarily, culturally, emotionally, etc) with its claws. In due time, the object turns to dust. The hand then disappears. Roll Hard Bravery to temporarily ward the hand off.

ShockTherapy: During CrossSoul, the Navi is bathed in Nebula Gray's fire. The fire spreads to everything they target with a chip/roll/Navi Power. It doesn't hurt the Navi. All who touch the fire reduce their Max HP by 1 for each roll/chip used while aflame. Permanently damages the environment.

ApexPredator

5 Damage, Close, Piercing [Impact]

If this deletes, swallow the target and add their stats to yours. Your body shifts & grows.



CACHE

You could have it all back, just like you remember it.

Domain: Nostalgia, Denial, Regret

Tribute: Haunted

Signature DarkChip: FlashMemory

ChaosUnison: Reversion

Haunted: After time passes, the Navi will hear voices and see visions of past regrets. Cache controls them. They look/sound real, and may require a Hard Bravery roll to ignore. They only leave when the NetOp/Navi agree to sacrifice something that the visions demand.

Reversion: During CrossSoul, the Navi grows Cache's ringed horns. They gain the element Memories, which can return anything to how they remember, including creating life. Roll 3+[Daemon Bond] dice to summon and manipulate it. Cache controls any living being created by Reversion.

FlashMemory

Far [Support]

Rewind the memory of any number of targets in range up to 10 minutes. They won't feel a thing.



GREGAR

The weak should fear the mighty. Which are you?

Domain: Pride, Volatility, Arrogance

Tribute: Pressure

Signature DarkChip: BeastOver

ChaosUnison: BeastOut

Pressure: The next 3 times you fail a roll or take damage, the negative effects are transferred to the weakest Near ally as chosen by the Daemon.

BeastOut: During CrossSoul, the Navi grows Gregar's spiky mane. Set your Feral count to 0. Add 1 when you: damage or intimidate someone; use a DarkChip; reject assistance; escalate a scenario into violence; respond with no emotion other than rage; or destroy something harmless. When you do anything else and your Feral > 0, subtract 1. Add Feral to Body rolls. Can spend 1 Feral to reroll an attack or extend your CrossSoul by 1 roll.

BeastOver

2+X Damage, Near, Dangerous [Rush]

Shred the target at Close. Increase your Daemon Bond as much as you want; X=[Daemon Bond].



FALZAR

They never loved you, but they will. I will fix you.

Domain: Ego, Love, Glamour

Tribute: Decay

Signature DarkChip: BitterTalon

ChaosUnison: RedCrest

Decay: The Navi's appearance gradually decays, twisting and morphing into a repulsive imitation of their normal self. The only way to fix it is to either permanently reduce your Max HP by 1 or to choose a friendly character to pass it on to. Their symptoms will not be immediate.

RedCrest: Falzar's crimson wings rise from the Navi's back during CrossSoul. When the Navi takes a target down to 2 HP or less, they can make an Easy Charm or Bravery roll to give the target a command. The target must obey; their mind is under the Navi's spell.

BitterTalon

3 Damage, Close [Blade]

If you failed a social Charm or Bravery roll on the target in the past, deal triple damage.

DARKCHIPS

DarkBomb

2 Dmg, Near, Piercing [Thrown]
Claw bomb digs in! Explodes for 6 dmg after they roll 3 times. Hard Strength to rip out.

DarkCannon

5 Damage, Far, Prcn., Dngr. [Shot]
Fires a devastating shot that pierces anything in its path. Bypasses all Guards. Never stops.

DarkFlame

4 Damage, Near, Dangerous [Wave]
The target's PET overheats. NetOp takes 1 damage on chip use or roll holding the PET.

DarkInvisible

Guard, Simple [Support]
For the next 2x[Daemon Bond] rolls, you become an invisible, invincible specter.

DarkLantern

5 Damage, Close, Dangerous [Summon]
A magic lantern. Enemies roll Bravery to not walk towards it. Explodes on your command.

DarkPick

3 Damage, Close, Slow [Blade]
A black icepick. If target is a Virus, take control of them. If Navi, gain total control over their PET.

DarkRecover

Near [Support]
Choose at least one bonded ally in range. They all take -2 HP, and you heal 4 HP per ally hurt.

DarkSpread

5 Damage, Close, Dangerous [Impact]
When the target is deleted, they burst into huge tendrils that thrash anything Close (except you).

DarkSword

6 Damage, Close, Dangerous [Blade]
Slices a gap in the server, opening a slit from which your Daemon can spread its influence.

DarkVulcan

3x3 Damage, Near, Accurate [Shot]
A cursed minigun. Roll Hard Bravery to resist your Daemon choosing the target instead.

DarkBrand

2 Dmg, Close, Dangerous, Slow [Impact]
Mark a target. Pick an event. If they mention it, the mark explodes for 10 dmg. Ignores Guards.

DarkCircle

2+X Dmg, Near, Accu., Awkd. [Shot]
Dark artillery fires from your body. Hits as many targets in range as you want. X = # of targets.

DarkHeart

Simple [Support]
Until jack-out, add [Daemon Bond]x2 to Charm social rolls. Any you charm get a Daemon Bond.

DarkKnuckle

4 Damage, Close, Awkward [Impact]
Steal the target's element. Add [Daemon Bond] x2 to Affinity when summoning elements.

DarkMeteor

10 Dmg, Far, Prcn., Dngr., Slow [Summon]
A colossal meteor appears far away. After 10 rolls, it falls. Sends destructive shockwaves out.

DarkPlus

Simple [Support]
On next roll, add 2x[Daemon Bond] dice. If your Daemon Bond is your highest Bond, 3x instead.

DarkSnake

6 Dmg, Close, Awkward, Slow [Impact]
Viper fangs bite your target! Your Daemon takes control of the target's voice.

DarkStage

Far, Dangerous, Slow [Hazard]
Pick 2: change gravity; shatter the terrain; spawn several black obelisks where you please.

DarkThunder

3x3 Dmg, Near, Awkd., Dngr. [Wave]
Channel stunning bolts! Spend [Daemon Bond] Stamina or you lose control of the wild lightning.

DarkWide

4 Damage, Near, Accu., Dngr. [Wave]
A razor shockwave flies out in all directions, slicing all Near targets. Objects are bisected.

DarkBrush

4 Damage, Near [Thrown]
Spread mystic ink! Learn 1: their greatest fear; their greatest love; their darkest secret.

DarkDrill

4 Damage, Close, Piercing [Impact]
Rip them apart. Damage lowers the target's Max HP. Lasts a long time, even after jack-out.

DarkInsert

Near [Summon]
Spawn all Near allies' elements. They can't control their element anymore, but you can.

DarkLance

5 Damage, Near, Awkward [Rush]
Warp Close behind the target and stab their weakest point. Can choose to teleport back or not.

DarkMist

Far [Hazard]
Black mist isolates the server. No jacking in/out, PET msgs, etc. All seems normal on the outside.

DarkRecall

Close, Slow [Support]
Spawn the last Virus you deleted - you control it. Add [Daemon Bond] to its stats. Its HP is full.

DarkSound

Near, Awkward, Slow [Summon]
Disembodied mouths emits deafening static for a minute. Paralyzes others & jams PET connection.

DarkStrings

2 Damage, Near, Slow [Thrown]
Dark marionette strings! You completely control the target for 3 rolls. They feel everything.

DarkTornado

4 Dmg, Close, Awkd., Dngr. [Wave]
Fly in a tornado! All hit tumble upwards. It persists, tearing the server. Doesn't hurt you.

DarkWorm

4+X Damage, Near [Rush]
Burrow and devour. X=[Daemon Bond]. On hit, attack another target until you have hit X targets.



PART 2: CROSSOVER CONTENT

CAST THE DICE



Cast the Dice is a micro-RPG about questionably competent wizards using magic powered by your real-world dice. Cast wild spells and cause problems! Get it here: merrymancergames.com/?product=cast-the-dice

BATTLECHIPS

ExplodingDice Simple, Dangerous [Support] Next roll, for each 6, roll a bonus die. Applies to bonus dice. If you fail, explode for -3 HP.	Glitterbomb Near, Dangerous [Wave] Covers everything in a cloud of glitter. Traces will always remain on anything it hits.	Glowstick Close [Summon] Luminous scepter! Anything you bop with it glows in the dark. The harder, the brighter.
HoloHost Close, Simple [Summon] Adaptive hologram! When someone Near tells a story, it illustrates their words and adds subtitles.	JustDesserts Far, Guard, Dangerous [Summon] Next time someone says something mean about you, a pie appears and hits their face.	MagicSaw Close, Slow [Blade] Harmlessly bisect an object/ally! Parts rejoin when you say "presto" or a minute passes.
PrankZapper Close, Guard, Simple [Impact] Next thing you touch vibrates loudly for a minute. (If it's a Navi, it also affects their PET.)	PartyPopper Guard, Simple [Rush] Next time you win an opposed roll, fly a range band up and toss a lot of confetti. Yay!	Randomancy Simple [Support] Roll a d6; for 3 rolls, your element is now: 1-Fire, 2-Seas, 3-Dirt, 4-Wood, 5-Wind, 6-Metal.

VIRUSES

HatTrick (Wrecker)

Mind	1	Body	1	Soul	1	Tags	
Skills	Coding 5, Bravery 2, Affinity 3					Element	Magic
HP	3					Drops	HoloHost; PrankZapper
Shift	Affinity	☐☐	Swap places with an abundance of your element in line of sight.				
KnockOff	Coding	☐☐	Make a forgery of a Near object. It briefly stuns whoever touches it first other than you.				
LightTrick	Affinity	☐	Make a fake Virus hologram. It can (pick 2): move a bit; look convincing; fake an attack.				

A wizard hat with lanky legs, it fills servers with fake objects and scares Navis with images of Viruses. What a nuisance!

PartyAnimal (Wrecker)

Mind	1	Body	1	Soul	3	Tags	
Skills	Speed 3, Charm 4, Affinity 4					Element	Parties
HP	2					Drops	GlitterBomb; PartyPopper
DanceOff	Charm	☐	Boogie! Any Near can join. All who spend time dancing spawn their element Close to them.				
PartyFoul	Speed	☐ ☉	Next time you would take dmg, you zoom away instead, leaving the area entirely.				
HypeBeast	Passive		Whenever you or an ally roll 1+ hits, toss a little bit of your element at any Near target.				

PartyAnimal Viruses look like cartoon cats with big party hats. More chaotic than dangerous, they cover servers in party decorations.

CHITCHAT



ChitChat is a micro-RPG about cute critters and communication. Tell stories about fuzzy animals, friendship, and teamwork! And instead of rolling dice or flipping cards, work together with your friends using language to save the day. Get it here: merrymancergames.com/?product=chitchat

BATTLECHIPS

CritterCrew

Close [Summon]

Small animals come to help! They're small, cute, nonviolent, brave, and take simple orders.

EleMentalist

Near [Summon]

Write any element down, tell others its 1st letter. If a player guesses it 1st try, summon lots of it!

JamOut

X+1 Dmg, Near, Awkd., Dngr. [Wave]
Rock out! Any Near ally can spend 1 Charge to join the jam session and add 1 damage.

Offdoff

2 Damage, Close [Impact]

Knock an object off the target (their weapon, their disguise, a mind-control hat, etc).

PawClaw

2 Damage, Close [Blade]

Claw swipe! Can also be used to downshift a Charm roll on someone who likes cute things.

Redecorator

Near [Summon]

Every player names a simple piece of household furniture/decor that appears around you.

NAVICUST PROGRAMS

EncryptedChat 「1」

Can speak in code to anyone who has this NCP. Sounds like animal noises otherwise.

PocketBase 「1」

Your PET contains a cozy home base. You can make a door to it at jack-in points.

ProgPal 「2」

Get a token when you befriend a Prog.
Spend a token to reroll your dice.

VIRUS

Squeaker (Disruption)

Mind	1	Body	2	Soul	2	Tags	
Skills	Speed 2, Charm 2, Affinity 2					Element	Soap
HP	3					Drops	CritterCrew; PawClaw
Sneakrun	Speed	⚡	Slip past an inanimate threat (e.g. traps, sensors).				
Harmless	Charm	⚡	Avert hostile attention from yourself.				
Telltale	Passive		Always leave a trail of your element behind you.				

Squeakers are white ferret-like Viruses that sneak into places, grab shiny things, and then run off, leaving a trail of slippery soap.

HEART HOME



Heart Home is a light game about diaries, memories, and building a cozy headspace. Indulge in small-scale worldbuilding, reflect on good memories, and decorate your headspace. Get it here: <https://www.drivethrurpg.com/product/309534/Heart-Home>

OUT-OF-SESSION DOWNTIME

WRITING PROMPTS

1. What's your character most unsure or curious about?
2. What does your character envy, dislike, or admire about the other PCs?
3. What is the hardest lesson your character learned?
4. What childhood memories does your character have?
5. How is your character notably different or similar from the other characters?
6. When did your character get a kind surprise?
7. What does your character want? Is it different from other player characters?
8. Does your character have any significant regrets?
9. What has your character meant to tell someone? Why haven't they already?
10. What is the greatest secret your character keeps?

In between sessions, the GM can offer out-of-session downtime. Out-of-session downtime functions similarly to normal in-session downtime, in which player characters relax and socialize to recoup Bond Points, except that the results are written down for the group.

Each player can recoup 1 Bond Point each out-of-session downtime. To do so, pick one of the following:

1: Pick at least one other player character and have an in-character conversation about something important to the plot, your relationship(s), or your character(s). It should be long enough that someone comes to a meaningful new understanding. Every player involved can count this as their out-of-session downtime.

2: Write an in-character diary entry about something that happened in the story so far. It should be long enough that the character has enough time to reflect and come to a new realization about the events, their feelings, or someone else involved. For NetOp-Navi duos, feel free to involve both characters' voices in the diary entry.

3: Write a brief description of a meaningful memory your character has from before the campaign began. If it involves any other player characters or established NPCs, be sure to collaborate with their players/GM. It should be long enough to establish something new about the character, a relationship, or the setting.

You can frame any of these as having occurred in the past, especially if the next session will be picking up where the previous session left off, leaving no sensible narrative time for downtime to occur. If you do out-of-session downtime multiple times, don't pick the same option twice in a row. Share the results of your downtime with the group, though don't expect everyone to read everything. Feel free to substitute writing for another art form (e.g. visual art, music).

LEXIMANCY

Leximancy

A roleplaying game of wizardly wordplay by Will Uhl

Do you have what it takes to be the most dazzling wizard in the land? Prepare your words of power and panache — the wizard tournament is about to begin! Get it here: merrymancergames.com/?product=leximancy

BATTLECHIPS

AlchemistTrick

Simple [Support]

On next chip use, change a word of its description to a perfect rhyme. Only affects appearance.

AlphaStrike

2 Dmg, Near, Piercing, Slow [Thrown]

Cursed envelope! Pick a letter. For 3 rolls, the target can't use chips starting with that letter.

CapsLock

1 Damage, Near, Accurate [Impact]

Sacrifice a BattleChip to upshift target's next X rolls. X = # of capital letters in the chip name.

ChaosSwap

1 Damage, Near, Piercing [Thrown]

Wild magic attacks two targets! If you hit both, swap their elements. Lasts until you roll 3 times.

Crowdsource

Near [Summon]

A big hologram crowd! They cheer spectacle, boo boring people, and disappear when harmed.

DictionaryAttack

1 Damage, Close, Accurate [Blade]

Paper rapier! Pick a letter; if the target's element includes that letter, disable it for 3 rolls.

LoveLetters

[Support]

Pick an unused chip in your Folder, heal X HP. X = # of vowels (including Y) in the chip name.

MagicTome

2 Damage, Near [Shot]

Cast a magic bolt! Can instead be used to make your next 3 Affinity rolls using Info instead.

RhymeScheme

Near [Support]

Spend X Info to turn the target's element to a perfect rhyme of your choice for Xx2 rolls.

VIRUSES

AnaPest (Disruption)

Mind	2	Body	1	Soul	3	Tags	Flying
Skills	Speed 2, Affinity 2					Element	Rhymes
HP	2					Drops	AlchemistTrick; RhymeScheme
Harmless	Charm	⚡	Avert hostile attention from yourself.				
PoeticLicense	Affinity	⚡	Temporarily change an object/ally's appearance to a perfect rhyme of the target's name.				

AnaPests are big moth-like Viruses. Their paper wings are covered in poetry, author unknown. No two AnaPests have the same poems.

BlotOut (Striker)

Mind	2	Body	3	Soul	2	Tags	Hovering
Skills	Info 2, Strength 1, Affinity 2					Element	Ink
HP	4					Drops	AlphaStrike; DictionaryAttack
FlowState	Speed	⚡	Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)				
WordOfTheDay	Info	☐ ☹	Secretly pick a word. You can warp directly behind any Far enemy that says that word.				
DeadLetter	Affinity	⚡	Declare a letter and a Near target. If they say the letter and you are alive, your element covers them.				

BlotOut Viruses are made of swirling ink and a large, slashing fountain pen. It curses letters and words to punish careless speakers.

mudslurp

multi-user discord server
lore-universe role play!

MUDSLURP is an RPG about asynchronous communication, intersecting storylines, and carrying a piece of your characters in everyday life. It's also compatible with other RPGs! Get it here: merrymancergames.com/?product=MUDSLURP

BATTLECHIPS

AtEveryone

Awkward, Slow [Summon]

Must spend 1 Coding. Send a message of your choice to everyone connected to the server.

Autoplay

Close [Hazard]

Put a shiny music note on a surface. On touch, a loud music video deafens & blinds all Close.

AwardCeremony

Near, Guard, Simple [Summon]

On your next opposed roll, the loser has a huge 2-dmg silver trophy fall from the sky atop them.

BookClub

Near [Summon]

All allies get a book about their element! Books can downshift 1 Info roll if it's relevant.

DebateClub

Guard, Simple [Support]

Can parry a social Charm/Bravery roll with your own. Loser upshifts X Mind rolls; X = victor's hits.

DialogueBox

Guard [Support]

Popup blocks 2 dmg next defense! Can instead let you make 3 Charm rolls with Info instead.

DirectMessage

2 Dmg, Near, Accu., Awkd. [Thrown]
Rapid envelope attack! Jams the target's PET for 1 roll with a message of your choice.

DoNotDisturb

3 Dmg, Close, Awkd., Slow [Impact]
Ban hammer slammer! Spend 1 Bravery to mute the target & upshift their Charm rolls for 4 rolls.

FlameWar

1 Dmg, Near, Accu., Dngr. [Wave]
Spit hot fire! Can spend 1 Charm/Bravery: targets must pass a Bravery roll or focus on you.

GamblingNight

2 Damage, Close [Impact]

Huge poker chip! If you parry, winner takes 1500z. Loser takes +1 dmg if they can't pay up.

KineticTypography

Guard, Awkward [Support]

Turn into text! You're 2D and can only move on surfaces. Expires after a minute or taking dmg.

LiveSupport

Guard [Support]

IM window! -2 dmg next defense. While up, you can text chat 3 NPCs. Disabled by PET jamming.

MovieNight

Near, Awkward [Wave]

Reel-to-reel lightshow! Targets rewind their past few seconds of movement, even defying physics.

Ping

Far, Accurate [Shot]

A loud beep comes from the target! Ignores Guards. On hit, this chip refreshes.

ScreenShot

3 Damage, Near, Slow [Shot]

Camera beam! If this deals 3 dmg, send a photo of the target being hit to an email of your choice.

NAVICUST PROGRAMS

SOSMail '1

Once per jack-in, can send an SOS w/ your location to all chat rooms on the server.

FamilyFilter '1

Your body beeps loudly to censor any Near audible insults or rude language.

FriendsList '1

A heads-up display shows the status of your bonded allies in very limited detail.

EmotiConlang '2

You can roll Charm instead of Coding to hack into Close Inanimate Viruses.

Necropost '2

Shortly after targets are deleted, you can speak with them. Viruses will be friendly.

MysteryChannel '2

Secret comms channel! Contains strange signals, odd secrets, and... Virus chatter?

MYSTIC LILIES



Mystic Lilies is a game about vengeful witches and dark manipulation. In a sealed-off region of fantastical phenomena, the land is falling out of balance. You will play to find what people take and what people lose to regain that balance. As a game about social conflict, its stories are about flawed, emotional, and impulsive characters. Enjoy the drama, watch your characters change, and play to see how the story unfolds. Get it here: <https://www.merrymancergames.com/?product=mystic-lilies>

NAVICUST PROGRAMS

Retribution 「1」

When you agree to a deal, whoever breaks the deal has their face & voice distort.

Servant 「1」

Must spend 1 Bravery to knowingly subvert the wishes of a Navi with Master installed.

AdminHeadphones 「2」

Can spend 1 Sense to briefly hear all conversations taking place in the server.

CosmicMind 「2」

When you roll, can spend 1 Mind to reroll and use the better result; your body glows.

DarkBargain 「2」

Once per jack-in, add 1 hit to an opposed roll, even after rolling. Suffer bad luck later.

DevilFangs 「2」

Delete an enemy to heal = its max HP. No other healing, even jack-out. Need full HP to uninstall.

JackOfHearts 「2」

You can see a colored aura around everyone that indicates their emotional state.

Malediction 「2」

On Jack-In, hex a Chip. Next time you use it, it covers the target in your element.

QueenOfClubs 「2」

Non-multihit Dangerous chips deal +1 dmg, but the collateral damage always backfires.

GrazingPower 「3」

On successful defense with Speed, +2 dice to your next attack roll. Doesn't stack.

KingOfDiamonds 「3」

Can spend 2 HP to spawn your element Close, generating it from within your body.

Taboo 「3」

When you break something big/valuable, +2 dice to your next Strength roll. No stacking.

BeastWithin 「4」

On Cost Power use, turn into a beast for 3 rolls! Beasts ignore stat & skill reductions.

LunarDial 「4」

When you win a parry, you can freeze time long enough for one more roll/BattleChip.

Master 「4」

On jack-in, pick a Near Navi with Servant installed. You mirror each others' healing.

MYSTIC LILIES BATTLECHIPS

AceOfSpades

Guard, Slow [Support]

Next time you lose an opposed roll and at least one of your dice reads 1, change all 1s to 6s.

BadApple

Close, Slow [Summon]

An apple curses temp. on bite! Pick 2: go blind; speak all thoughts; panic; hallucinate; turn ugly.

DashingGrace

Far [Rush]

Zip Close and expose the target. If an ally rolls to attack them next and hits, they deal +2 damage.

EchoChamber

Close, Awkward [Support]

Pick an ally in range that's making an opposed roll; you can reroll their failed dice.

Forbidden

Near, Awkward [Hazard]

Lays a tripwire over an exit. On activation, it briefly stuns the target & teleports you behind them.

InstantKarma

3 Dmg, Near, Guard, Slow [Summon]

Ghost swords follow you. Next time someone tells a lie in range, the swords pierce their heart.

Moonlight

Near [Summon]

Summons a moonbeam from the sky. You are invisible as long as you stay within it.

PristineBeat

2 Damage, Far, Awkward, Slow [Wave]

Your voice booms out, clearly heard by everyone within range.

ThirdEye

Near, Awkward [Shot]

Gaze into the target's mind. You hear their thoughts until you roll, use a chip, or take damage.

VengefulSpirit

Near [Support]

Curses a target. The next time they take damage, their highest skill(s) are briefly reduced by 2.

AnnihilatingRoar

Near, Slow [Wave]

Pick 2: deal 2 damage; reset Mind skills reduced by enemies; push Close targets to Near.

BanishingBlade

1+X Damage, Close, Slow [Blade]

On jack-in, pick a Virus category. X=3 when this chip is used against those Viruses.

Demystification

2 Damage, Close [Impact]

A bit of the target's knowledge appears in writing! It's more useful the more dmg you deal.

ExtendAsh

X Damage, Close, Piercing [Blade]

Slash the target with a flaming phoenix talon! X = the number of Near hostile Navis/Viruses.

HeartfeltFancy

Close, Slow [Summon]

A magic butterfly! Whoever wilfully grabs it loses 4 HP and gets +4 dice to their next roll.

LooseRain

Near, Slow [Hazard]

Everything in range heals 2 HP. It begins to drizzle.

PerfectFreeze

1 Dmg, Close, Dangerous [Impact]

Trickster fairy touch! Temporarily encases the target in a block of ice.

Reverser

2 Damage, Close [Blade]

On parry win, pick 1 (lasts 3 rolls): invert your gravity; flip your temp. skill changes; flip the target over.

Uptempo

Near, Dangerous [Hazard]

A blaring, frenzied beat! All in range downshift their next 3 Speed rolls. Objects also accelerate.

WanderFlame

Simple [Support]

Your jack-out roll is downshifted, and it triggers a 3-damage Dngr. flame pillar that hits all Close.

Apparition

Far, Simple [Support]

Appear directly behind anyone visible. Lights around them flicker and dim.

Chimera

Slow [Support]

Swap the value of two stats or two skills. Your appearance also shifts. Expires after 3 rolls.

Dominion

Close, Slow [Summon]

3 ghost servants! They are slow & vanish when hurt, but look & act haunting. One order each.

FlowerBurst

Near [Wave]

Magical petals! When affected targets fail social Charm/Bravery rolls, you dictate what they say.

ImmortalSmoke

Near [Support]

Spend 2 HP, then pick a used chip from an ally's Folder; you can use it once. Resets on jack-out.

Misdirection

Simple [Support]

Your next 3 rolls/chips can seem to come from wherever you want within their range.

Possession

Near [Support]

Can only be used immediately after a Navi/Virus is deleted. You can briefly control their body.

TabulaRasa

[Support]

Erases any traces of your presence. Viruses outside line of sight forget they saw you.

VanishingMist

Near [Hazard]

Mist seeps into the area. Any who jack out in the mist can invite a Close Navi to come with them.

WanderingSin

2 Damage, Near, Awkward [Shot]

The target is covered in text of your choice, which needs a Hard Coding roll to erase.

MYSTIC LILIES: INCIDENT CHIPS

Incident Chips are MegaChips tainted with sinister power, capable of immense, showstopping repercussions. They have all of the same restrictions of normal MegaChips. In addition, there is only one sure-fire way to stop their effects: delete the Navi that used it.

Game Masters: Incident Chips can be more open-ended than other chips, so you may need to plan around them. Consider the consequences before inserting them into a session, and give them the gravitas they deserve. If given to an antagonist, foreshadow their presence; don't make them a cheap trick. Be flexible and imaginative with their effects. Lastly, while deleting the user is the only guaranteed way to cut an Incident Chip's effects short, it may be possible to end or get around them with creative thinking and great effort. (Note: if using DarkChips, feel free to treat Incident Chips as DarkChips.)



EleGeddon

Near, Dangerous, Slow [Hazard]
Convert an object to your element. Your element slowly spreads, converting everything it touches.



Expurgation

4 Damage, Near, Awkward [Thrown]
A cursed key. Stuns the target and exposes their memories to view & edit, rendered as text.



ForbiddenRitual

Close, Awkward, Dangerous, Slow [Support]
Resurrect a Navi. Needs a powerful server; it is destroyed soon after. They will not be the same.



Paranoia

4 Damage, Near, Slow [Rush]
Marks the target. Once per jack-in, you can warp Close & stun them, even if they are in other servers.



PyrrhicSun

Near, Dangerous, Slow [Summon]
A molten star appears above, growing larger, until the real-world server explodes into flames.



SealingRites

4 Dmg, Close, Awkward, Slow [Impact]
Entombs a target Navi in an inescapable cell, buried within the server. Their PET disconnects.



ShadowCaster

5 Damage, Close [Blade]
Makes a fiendish doppelganger of the target. No one can tell which is which at first. Ignores Guards.



VanishingWorld

14 Dmg, Near, Awkd., Dngr., Slow [Wave]
Before firing, spends a minute sucking power from all electronics on the power grid. Ignores Guards.



VileSeed

3 Damage, Near [Shot]
A subtle, burrowing seed! After time passes, the user can control the target's body, then mind.

MYSTIC LILIES VIRUSES

Lunatic (Artillery)

Mind	3	Body	2	Soul	2	Tags	Hovering
Skills	Sense 1, Charm 2, Affinity 2					Element	Moonlight
HP	3					Drops	Moonlight
HypnoShot	Charm	☹️	Your next attack makes the target (pick 1): very sleepy; see illusions; upshift next Mind roll.				
Meld	Passive		You can hide yourself in your element indefinitely.				

A pale white humanoid Virus with rabbit ears and glowing red eyes. Its body shimmers in the moonlight before disappearing from sight.

SnoWing (Artillery)

Mind	1	Body	1	Soul	3	Tags	Flying
Skills	Sense 2, Speed 3, Affinity 2					Element	Winter
HP	4					Drops	PerfectFreeze; VanishingMist
CodeInjection	Affinity	☹️ ☹️	Your next attack covers the target with your element.				
Sublimation	Speed	☹️	Summons mist. If you roll 3 times while in the mist, you can warp two range bands away.				
CrystalEyes	Passive		When you cover something with your element, gain +1 Sense. This can stack.				

SnoWing Viruses look like prankster fairies, flying on low-poly wings and hurling icicles before disappearing into the mist.

Spader (Artillery)

Mind	2	Body	2	Soul	3	Tags	
Skills	Sense 2, Info 3					Element	Cards
HP	5					Drops	AceOfSpades
Tracker	Sense	☹️	Identify hidden trails and inconsistent parts of the environment.				
Foresight	Info	☹️	You can use Info to defend against attacks from enemies you can see.				
SpadeCurse	Passive		On hit, targets are unable to lie unless they make a Hard Bravery roll or jack out.				

A black-armored ranger with spade-tipped arrows. Its glowing eyes shine from within its helm, examining enemy attacks.

HateMail (Disruption)

Mind	2	Body	1	Soul	2	Tags	
Skills	Coding 2, Charm 3, Affinity 2					Element	Messages
HP	3					Drops	Misdirection; Possession
Trojan	Coding	☹️	Message a Near Navi's PET with a link. If they open it, it makes a secret backdoor.				
RedLetter	Affinity	☹️	Curse Near writing, changing the text and installing a secret PET backdoor on touch.				
Impersonate	Charm	☹️	Send a forged message from any backdoored PET to the NetOp or their contacts.				

HateMail Viruses look like innocuous piles of paper, stacked or strewn about. On close inspection, they're covered in vile malware code.

SatorIcon (Disruption)

Mind	1	Body	1	Soul	2	Tags	Immobile
Skills	Info 4, Charm 2, Affinity 6					Element	Feelings
HP	3					Drops	ThirdEye
Id	Affinity	☹️	Secretly send a strong sensation to a Near target. (If to player, GM passes a note explaining.)				
Ego	Info	☹️	Sends (possibly false) info to a Near target in the form of a (possibly fabricated) memory.				
Superego	Charm	☹️	Bewitch a Near NPC's mind, rewriting their sense of morality until they take damage.				

SatorIcon Viruses impersonate statues and other artworks, often with one detail askew. They telepathically communicate with others.

MYSTIC LILIES VIRUSES, CONT.

Wikkid (Disruption)

Mind	1	Body	1	Soul	4	Tags	
Skills	Coding 3					Element	Curses
HP	3					Drops	BanishingBlade; VengefulSpirit
DarkMark	Coding	☐	Mark a Near target. Hard Coding roll to remove - only one try. Remains after jack-out.				
Payback	Passive		After your deletion, at some point, consume the Mark with a temporary curse (pick 1): make their highest stat 1; they make a loud, embarrassing noise; change their element to Bad Jokes.				

A small ghost Virus that puts wicked Marks on its enemies. After it's deleted, it exacts its revenge.

Headline (Striker)

Mind	1	Body	2	Soul	3	Tags	
Skills	Info 1, Strength 2					Element	Scandal
HP	4					Drops	Demystification; WanderingSin
ExtraExtra	Info	☐ ☺	Creates a big, hefty textbox with scandalous info you've gained. Can absorb 1 attack.				
Muckrake	Passive		When you hit a Navi, get +1 Info and an injurious fact from their social media. Can stack.				

Paparazzi Headline Viruses look like stout cameras in cheap, low-resolution suits. They use scandalizing "news" to protect themselves.

Lurker (Striker)

Mind	2	Body	3	Soul	2	Tags	
Skills	Speed 2, Affinity 3					Element	Shadows
HP	4					Drops	Apparition; Forbidden
Warp	Speed	☐ ☺	Instantly move up to one range band.				
NightSign	Affinity	☐	Mark a Near target. Removing a Mark requires a Hard Coding roll or jacking out.				
Stalker	Passive		Once per minute, you can teleport directly behind any Marked target.				

Jet-black Lurkers have red amulets around their neck. They hunt Navis from the shadows, reappearing at vulnerable moments to strike.

WillOWisp (Striker)

Mind	2	Body	1	Soul	3	Tags	
Skills	Strength 3, Stamina 3, Affinity 1					Element	Hellfire
HP	4					Drops	ExtendAsh; WanderFlame
SmokeStep	Passive		You can move up to a range band immediately after being hit.				
Firestarter	Passive		When you damage a target or object for the first time, they're covered with your element.				
CursedAsh	Passive		Everyone other than you sets their stamina to 0 while touching your element.				

Malicious code come to life, WillOWisp Viruses live only to spread the wicked fire from their burning bodies.

Ampy (Support)

Mind	2	Body	1	Soul	1	Tags	
Skills	Sense 1, Charm 2, Affinity 3					Element	Sound
HP	2					Drops	AnnihilatingRoar; PristineBeat
Amplify	Affinity	☐	Amplify and replay a Near sound, making it clearly audible up to Far range.				
Mute	Affinity	☐	Mute a Close sound, making it completely inaudible.				

A tiny silver box with arms, legs, and a volume knob for a face. It can amplify things that shouldn't be heard and mute things that should.

MYSTIC LILIES VIRUSES, CONT.

MeloDeep (Support)

Mind	2	Body	2	Soul	2	Tags	
Skills	Charm 2, Affinity 2					Element	Water
HP	4					Drops	LooseRain; Uptempo
Harmless	Charm	ⓘ	Avert hostile attention from yourself.				
TempoShift	Affinity	ⓘ	Upshift or downshift the next Speed roll of all Near. Also affects the speed of moving objects.				
Aria	Affinity	⊖ ☹	When a Near ally is about to be deleted, they survive at 1 HP.				

A sea siren Virus with a beautiful harp. Its music has the power to save lives and dictate the tempo of battles.

TaskManager (Support)

Mind	1	Body	3	Soul	2	Tags	
Skills	Bravery 3, Affinity 1					Element	Fire
HP	4					Drops	HeartfeltFancy; ImmortalSmoke
SetPriority	Bravery	⊖	Whip a Close target for 1 dmg. Covers them in your element. They get +3 dice to their next roll.				
FireWire	Affinity	⊖	Whip a Close target for 1 dmg. Covers them in your element. They restore all spent skill points.				

TaskManagers are demonic Viruses with flaming whips. They cackle with glee as they whip other Viruses into shape.

Amanojoker (Wrecker)

Mind	1	Body	4	Soul	3	Tags	
Skills	Affinity 2					Element	Flipping
HP	4					Drops	DashingGrace; Reverser
ThisWayDown	Speed	ⓘ	Rush into Close range of a Near target, flipping over any object in your path.				
Defiant	Affinity	⊖ ☹	Invert the temporary stat/skill changes of a Near target. Expires on your death.				

Dressed in black-white checkers, Amanojoker Viruses take joy in defying order, sowing chaos, and turning the internet upside-down.



BlackBlossom (Wrecker)

Mind	1	Body	1	Soul	2	Tags	Immobile
Skills	Affinity 4					Element	Aroma
HP	3					Drops	FlowerBurst; TabulaRasa
Aromatherapy	Affinity	⊖	Pick an ally in your element. Heal them 3 HP and change their element to yours.				
Foxglove	Passive		When enemies in your element fail a social Charm/Bravery roll, dictate what they say.				
Tulip	Passive		When enemies in your element fail an Info/Sense roll, say what they recall/perceive.				

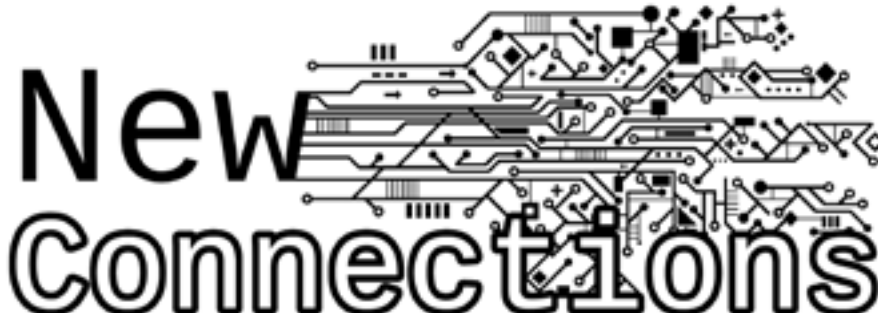
A black flower Virus. Called "the Killer's Corsage," its aromas trick minds.

CaskJeeves (Wrecker)

Mind	1	Body	4	Soul	1	Tags	
Skills	Bravery 3, Affinity 3					Element	Food
HP	5					Drops	BadApple; Dominion
Bodyguard	Bravery	⊖	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.				
PlatDuJour	Affinity	⊖	Curse your Close element. Any who touch it (pick 1): hallucinate; go blind; fall asleep.				

A spooky butler Virus that serves up cursed food from its spotless silver tray. When off duty, they rest in weathered wooden caskets.

NEW CONNECTIONS



New Connections is a world-building tool about creating settings with detail, depth, and relationships. Create exciting worlds, perfect for use with tabletop RPG campaigns. Get it here: merrymancergames.com/?product=new_connections

NETWORK MODIFIERS

Network Modifiers, or Network Mods for short, are overarching rules applied to an entire network. Network Mods are often installed somewhere onto the server, either housed digitally as a huge structure or physically inserted into the server itself. GMs can use these to put a spin on their digital worldbuilding, possibly using them as something for the players to hunt down and tinker with.

AnonyMode

All Navi identities are hidden. Everyone has a generic appearance and voice. Attempts to expose users' identities is a bannable offense.

ChatLog

All spoken and written dialogue is recorded, including the timestamp, speaker's identity, and information about their connection.

CloudbankPolling

All Navis periodically get to vote on aesthetic details, like the sky's color, the weather, and the presence of birdsong. Navis can pay 1000z to instantly toggle a vote on one topic.

CommFilter

Nobody can speak. Any form of text is erased. Navis can only communicate via body language, facial expression, and an array of server-approved emoji.

ContinueFunction

When Navis are reduced to 0 HP, they can heal back up to half HP (rounded down) by paying 2000z. Restoration takes a minute.

EjectTimer

Navis are forced to jack out after being inside for one hour. Independent Navis are automatically deleted after an hour.

HoloNet

Holograms display the server's contents in the real world. Navis see the world around their holograms as if they were standing in the real world.

Instanced

The server generates a new copy of the area for each Navi. Each copy is separate from the others, preventing Navis from interacting with other areas and Navis.

Labyrinth

The layout of the server periodically shuffles. Every door leads to a different room, every hallway turns differently, and every warp point leads somewhere else.

OutdatedEngine

Failed rolls can cause glitches, like getting stuck in the floor or corrupting a Near object. It may be possible to exploit the server's buggy code to end up in strange/hidden places.

SkullBrand

Any Navi that damages a target is branded as Hostile for a week. Brands are visible from Near range.

WikiDecor

Any Navi marked "trusted" can make a Coding roll to add to or modify the server's contents. Adding or modifying decor is Easy, and adding or modifying new rooms is Hard.

NIGHT DRIFTERS

NIGHT DRIFTERS

Night Drifters is a role-playing game about teen drama and street racing, taking inspiration from shows like Initial D. Urban teens with fast cars, attitude, and enough time to get into trouble collide, amping up the tension until everything's put on the line for the final race. Go fast, act rash, and don't look back. Get it now at DriveThruRPG: merrymancergames.com/?product=night-drifters

NETRACING RULES

Designing the Race

A race is comprised of a series of legs (different parts of the race track). Races have 3 to 6 legs. Each leg has a difficulty (Easy/Normal/Hard). When racers roll to overcome a leg, they use the leg's difficulty.

Legs should be simple and exciting, with many potential solutions and ways other players can make them worse. Examples: ramps, Viruses on the road, falling debris, hairpin turns, pitch-black tunnels.

How to Race

Your vehicle uses your stats & skills, and anything that affects it affects you too. Each racer also tracks their Velocity, which measures their relative position to other racers. Velocity starts at 3. The racer that completes the final leg with the highest Velocity wins the race. Velocity cannot go below 0.

Each leg, all racers try to take the lead by picking a skill and rolling at the same time. Use any skill you can narratively justify: Speed to drift a tight corner, Bravery to do a risky stunt, Coding to overclock your car, etc. You can only use each skill to overcome a leg once per race. Racers add the number of hits rolled to their Velocity.

LEG FLOWCHART

1. GM describes the leg.
2. Players can spend 1 Velocity to roll or use a chip/power.
3. Racers roll to tackle the leg.

Each leg before rolling, racers can spend 1 Velocity to interfere with the race by using a roll, power, or chip. Navi Powers can only be used once per race. When damaged, racers reduce both their HP and Velocity. Chips/powers that move you a range band give +/-2 Velocity, and cannot move 2 range bands.

Range Bands Between Racers

Close: 0-2 Velocity between racers. Near: 3-5 Velocity difference. Far: 6+ Velocity difference.

VIRUS

Delinquick (Support)

Mind	2	Body	2	Soul	3	Tags	
Skills	Speed 3, Bravery 2, Affinity 1					Element	Stunts
HP	2					Drops	RadicalGrind; TurboTire
Bodyguard	Bravery	 	Pick an ally. Next time they're attacked & Near, step in to take the attack instead.				
GasGasGas	Speed		Move Close to a Near target and steal (pick 1:) Zenny; a Folder chip; a held item.				
Tandem	Passive		When you move a range band, you can bring one Close target with you.				

The wiry Delinquick Virus rides a rocket motorcycle. Known for speeding off with stolen goods, another Virus can ride in the backseat.

RADICAL SPIN



Radical Spin is a micro-RPG about melodramatic action animals. Hedgehog heroes, will you beat your evil twins, stop the robot army, and survive the perils of high school? Get it here: merrymancergames.com/?product=radical-spin

BATTLECHIPS

AestheticShuffle Awkward [Support] Your look is now Edgy, Funky, Cute, Soft, or Elegant. Can spend 1 Charm to refresh this chip.	Dashspin 2 Damage, Near, Awkward [Rush] Roll into a ball and bowl into the target! Speed rolls are downshifted until you stop spinning.	Faker Close [Summon] A knockoff of you! It can use one of your Navi Powers before vanishing. (May gain sentence.)
FlameShield 2 Dmg, Near, Guard, Dngr. [Rush] Dash to Close in a fire bubble! Can instead be used to take -2 damage next time you're hit.	KnuckleSpikes 2 Damage, Close [Impact] Can instead be used to climb a solid surface or rapidly burrow through soft ground.	OpenYourHeart Slow [Support] Charge your power, add +1 die per HP missing to your next Soul roll. Collapse after the roll.
PerfectChaos Near, Dangerous, Slow [Hazard] Summon a massive storm! All downshift Bravery rolls and upshift defense rolls while within.	ThunderShield Guard [Support] Pick 1: electrify your next attack; downshift your next ranged defense; reroll a Speed roll.	WaterShield Guard [Support] Pick 1: block a non-electric/blade attack; downshift underwater Speed rolls until you are hit.

VIRUSES

EggMecha (Artillery)

Mind	3	Body	2	Soul	1	Tags	Inanimate
Skills	Sense 2, Speed 2, Stamina 1					Element	Electricity
HP	5					Drops	OpenYourHeart; ThunderShield
LockOn	Sense	 	Pick a target — the next rolled attack on them is guaranteed Easy.				
JumpJets	Speed		Launch a range band in any direction from the ground.				
ProgPower	Passive		EggMecha deactivates if the Mr. Prog inside is removed.				

EggMecha Viruses are agile gunners with jetpacks. Each has a captured Mr. Prog inside their chest that escapes on Virus deletion.

ChaosBug (Striker)

Mind	1	Body	3	Soul	1	Tags	
Skills	Coding 2, Affinity 3					Element	Water
HP	4					Drops	PerfectChaos; WaterShield
FlowState	Speed		Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)				
Shift	Affinity		Swap places with an abundance of your element in line of sight.				
Assimilation	Passive		Add +1 to a stat when you absorb a piece of Mystery Data. Drop the data on deletion.				

A strange Virus with a fluid body. It grows stronger as it absorbs Mystery Data. Nobody knows where it comes from.

SILICON SKIN



Silicon Skin is a micro-RPG about steamy android drama in a grim future. Make bad choices, diverge from your programming, and break some hearts. Get it here: merrymancergames.com/?product=silicon-skin

BATTLECHIPS

AnteUp

Guard, Slow [Support]

The loser of your next opposed roll drops the rolled skill by 2. Refresh this chip if you lose.

BareMetal

Awkward, Slow [Support]

Shut down & bare your code. 1 ally can roll Coding to heal you 2 HP per hit. They reboot you.

BloodyMerry

Close, Awkward, Slow [Summon]

3 spicy cocktails. Drink 1 for +1 die next Mind roll, no stacking. Throw 1 to light a fire on impact.

ChromeLipstick

Guard, Simple [Support]

Until you take damage, your words cannot be silenced or ignored, muting all other sound.

Cosmicopolitan

Close, Awkward, Slow [Summon]

Sweet purple drink! On drinking, you have zero gravity for a minute. Upshift Speed defending.

FatalAttraction

Guard, Slow [Support]

Next time an enemy fails a Charm roll on you, warp Close and respond with a 4-damage slash.

FluffyDaydream

Close, Awkward, Slow [Summon]

Sweet drink! When drank, pick a Bond; heal HP = Bond Lvl+2 & say your true feelings about them.

GlamourLegs

2 Dmg, Close, Awkd., Dngr. [Impact]

Can instead use to make 3 Speed rolls using your Charm instead. Puts all eyes on you, baby.

GuiltyPleasure

Close, Simple [Support]

Shimmering unstable energy! Your next Cost Power is free, but your next failure is catastrophic.

Mettini

Close, Awkward, Slow [Summon]

Dry cocktail served in a yellow helmet. After you drink it, you can speak with Viruses for 5 rolls.

MidnightRunner

Close, Awkward [Wave]

Smoke cloud makes all hit invisible. Ends in a minute, when attacking, or if Close to an enemy.

PoisonParadise

Near, Awkward, Slow [Hazard]

Pick a hazard - it is disguised as something enticing and inviting. Disguise expires on touch.

Shampain

Close, Awkward, Slow [Summon]

Gold wine! On drinking, next roll, reroll your failed dice. -400z per rerolled die; -3 HP if you hit 0z.

SteelHeart

Guard, Simple [Support]

Suppress all emotion (e.g. fear, temptation) for 5 rolls. Can't use Charm, Bravery, or Bonds.

VoltageSpike

Close, Awkward, Slow [Summon]

A yellow cocktail served in a big battery! Electrifies your next 3 rolls, then stuns you.

LOCATION: THE UNDERFLOW

Hidden in the Undernet's shadow is The Underflow, a secretive, exclusive bar with clientele as strong as its drinks. Features include:

- A dark, moody atmosphere melding with high-class decorations.
- Nightcap, the charismatic bartender with a keen ear for secrets.
- Live music by the infamously deadly cabaret band The Killereyes.
- Private booths that block all sound going in or out. VIP only.
- A glowing cyan crystal on the ceiling. Actually a Level 3 Hotspot, but don't you dare touch it — the bouncer, Bitters, is watching...

BAR MENU

BloodyMerry & tacos	750z
Cosmicopolitan	450z
FluffyDaydream	800z
Mettini, on the rocks	500z
Shampain, bottled	999z
VoltageSpike, neat	800z
CornShot, seasoned	900z
Underflow (1 per Navi)	111z

SILICON SKIN: DIVERGENCE

Despite being made of computer code, Navis are living, feeling beings. They can laugh, cry, share fond memories, and even fall in love. As they develop a sense of self, they are able to **Diverge**, rewriting their own code and redefining their identity. This can include their element, name, pronouns, appearance, stat/skill allocation, and more. This process is meant for longform story arcs. Diverging has three steps. At any point before completing the third step, players can choose to make Diverging a goal.



MR. FAMOUS'S FAMOUS TIPS

People can shift the way they present and identify any time they want, and Navis are no different. Divergence isn't the only way to turn a new leaf and redefine what it means to be you. It's just one way to make a satisfying character arc out of self-discovery!

STEP 1: FOUNDATION

To start, establish a **Foundation**: a history of feelings that leave room for future Divergence. This can take many forms, including:

- ...a consistent negative reaction you've learned to repress.
- ...a discomfort that you assumed everyone experienced.
- ...a setback you've internalized as unavoidable or unsurpassable.

Foundations do not need to happen on-camera, nor do they need to be dramatic, traumatic, or tragic. A Foundation could simply be contained in the character's personality notes, a reflection on some of their choices, or even retroactively-written backstory. The point of a Foundation is establishing a deep-seated motivation for change — a desire to Diverge that speaks to a deep truth at the Navi's heart.

STEP 2: CATALYST



Second, the **Catalyst**: an event (or series of events) that crystalizes the need to change. Catalysts have many different forms, but they always draw a revelation from the Foundation. Examples include:

- ...a hard-fought battle where your life flashes before your eyes.
- ...deep one-on-one conversations with a friend.
- ...gradually connecting with someone who changed in ways you didn't think possible.

Unlike Foundations, Catalysts need to happen on-camera. While Catalysts should be meaningful, they do not need to be directly about the Navi's desire to Diverge. Importantly, Catalysts should not create immediate change. Diverging is often a long, complicated, and emotionally taxing process; the Catalyst is creating a turning point in which the Navi starts to actively pursue their own Divergence. Players should collaborate with their Game Master to get what they want out of the Catalyst.

STEP 3: DIVERGENCE



Finally, the **Divergence**: the point where the Navi rewrites their programming and forges a new identity. The Foundation was about unconscious desire, the Catalyst was about conscious preparation, and the Divergence is about actualization. Once the Navi has found their Catalyst and spent enough time processing and exploring their revelation, they can find a calm, private place and Diverge.

When a Navi Diverges, they rewrite some (or all) of their identity. Players should speak with their Game Master about what they wish to change with their Divergence, and Game Masters should work closely with their players to give them the transformative change their character needs. During the Divergence, the player has total narrative control over how it looks and feels.

Diverging is not always a simple process. It can take adjusting, bring new challenges, and raise new questions. These ramifications are ultimately up to the player. If a Navi needs to Diverge again later down the line, the option is always open. Identity isn't always fixed; it can change with time and experience, bringing new revelations with every new exploration of self.

NO ONE WAY

Divergence is meant for shifting one's self as a central narrative arc, but it's just one way characters can change. Reimagining one's self doesn't need to be a dramatic, lengthy, or even especially serious process. Experimenting with identity can be a casual, low-committal affair. While a Navi might need help from an experienced programmer to overhaul their codebase from the ground up, there are a lot of ways to experiment that are simple and free. Don't hold back if you want to try something new with your character — wanting change is license and reason enough.



SKATEBOARD DOG

SKATEBOARD DOG

Skateboard Dog is a silly game about animal rebels with rad wheels and wild attitudes. Do a spider ollie, stick by your pals, and slam a Neato Token. Get it here: merrymancergames.com/?product=skateboard-dog

NAVICUST PROGRAMS

ActionReplay 「1」

On NetOp critical success, the PET auto-posts a cool picture of it to social media.

Matchmaker 「1」

Can roll Info to analyze social media and judge 2 peoples' romantic compatibility.

RideOn 「1」

On jack-in, you have a cool, small ride (e.g. roller skates, snowboard, pogo stick).

VIRUS

Nabber (Striker)

Mind	2	Body	2	Soul	1	Tags	
Skills	Strength 2, Stamina 2, Bravery 4					Element	Nets
HP	6					Drops	Grabby; ZapNet
Shatter	Strength	☰	Destroy a Close structure or piece of terrain.				
Gatekeep	Bravery	☒ ☑	You can use Info to defend against attacks from enemies you can see.				
Shakedown	Passive		When you hit a target, they drop 100z per point of damage.				

Nabbers are hulking Viruses with huge nets on poles. They barge through walls and chase after Navis to steal their Zenny.

STORY KICKSTARTERS

SciLab needs your help! A tame Mettaur escaped and was last seen wandering around the bustling cybermall. Bring it back safe and sound! But watch out – some greedy goons are also hunting it down...

Think of the children! A greedy land developer hatched a plot to tear down an orphanage and build a landfill! Discover his plan, avoid his goons, and expose him to the Officials!

Love on the line! PogoMan's teenage NetOp is a hopeless romantic with a hot date and two tickets to the amusement park. Coach him and hack the park to make it a day to remember, but don't get caught by the staff!

Treasure hunt in town! A rich eccentric has mysterious hidden treasure in town. Follow the clues, beat the other groups to the punch, and claim the loot!

Construction site chaos! A field trip gone wrong – the skyscraper construction site's full of Viruses and the equipment's going crazy! Swing cranes, hack bulldozers, and run across girders to save the day! And – is that a baby?!

The Big Game! It's showdown time against your rival school, but your CyberBall team is out sick. Substitute for them, beware dirty play, and win the trophy! ...You *do* know CyberBall's rules, right?

UNDERGROUND BROADCAST



Underground Broadcast is a micro-RPG about nimble graffiti punks kicking off the rebellion against a tyrannical organization. Put your skates on and shape the future! Get the game here: www.merrymancergames.com/?product=underground_broadcast

VIRUSES

Choppy (Artillery)

Mind	2	Body	2	Soul	2	Tags	Inanimate; Flying
Skills	Sense 2, Bravery 4, Affinity 2					Element	Bombs
HP	7					Drops	AirRaid; AirStrike
Protect	Bravery	☐ ☑	Pick an ally. Next time they're damaged, downshift your next attack on the attacker.				
Serve	Affinity	☐☐	Fire a missile that destroys a Near object, leaving a Normal hazard in its wake.				

Choppy Viruses look like small military helicopters. Their floodlights intimidate targets and their bombs demolish anything in their way.

Cleaner (Wrecker)

Mind	3	Body	2	Soul	2	Tags	Inanimate; Hovering
Skills	Coding 1, Speed 2, Affinity 4					Element	White Paint
HP	3					Drops	Nullifier; Repair
Law	Coding	☐☐	Pick a Close target; all of their present summoned element is scrubbed out of existence.				
Order	Affinity	☐☐	Rewind a Near object's damage, movement, and modifications from the past minute.				

Cleaner Viruses look like giant sentient paint rollers. They sweep away art, elements, and damage to the area.

SirenSong (Support)

Mind	1	Body	2	Soul	2	Tags	Inanimate; Immobile
Skills	Sense 3, Bravery 3, Affinity 4					Element	Alarms
HP	5					Drops	GoingRoad; Sensor
Us	Bravery	☐☐	Fling all Close allies at a Near target, sending them arcing through the air to Close range.				
Them	Affinity	☐	Call a spotlight down on a Near target, briefly deactivating invisibility and Guards.				

SirenSong Viruses look like huge alarm sirens with several bendy robotic arms. They toss their allies to swarm anyone that resists.

UpDraft (Disruption)

Mind	2	Body	2	Soul	1	Tags	Inanimate; Immobile
Skills	Charm 4, Bravery 5, Affinity 4					Element	Speakers
HP	6					Drops	Rook; Pulsar
Playback	Charm	☐☐	Imitate someone else's voice.				
CommandLine	Bravery	☐☐	Consume all of your element to create a minion with one purpose.				
Allegiance	Affinity	☐ ☑	Mind-control a Near NPC, forcing them to aggressively assist you for one action.				

UpDraft Viruses are short broadcast towers with many megaphones and a flag on top. They send bodies to the front lines, willing or not.

THE WALLS WILL SWALLOW YOU

THE WALLS WILL SWALLOW YOU

The Walls Will Swallow You is a psychological horror RPG about trust, secrets, and a living house. Can you believe your friends? Your eyes? Your memory? Get it here: merrymancergames.com/?product=the-walls-will-swallow-you

MEGA VIRUSES (SEE PAGE 50)

LurchingVoid (Striker)

Mind	1	Body	4	Soul	1	Tags	
Skills	Strength 4, Bravery 8, Affinity 4					Element	The Abyss
HP	∞					Drops	Shadow; Wind
Flowstate	Speed	⌘	Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)				
GapingAbyss	Affinity	⌘	Create your element inside of you. It gradually pulls all Near targets into Close range.				
Primordial	Passive		You cannot die from HP loss; dmg pushes you away. Upshift rolls to move range bands.				
Omega Version: Body is now 6. Strength is now 6. Affinity is now 6. LurchingVoidΩ drops EleGeddon.							
Overrun	Passive		Every time you roll, all of your Near element spreads a little bit more.				

A gigantic, amorphous Virus that sucks all light out of its surroundings. Survivors have only seen lashing limbs and gnashing maws.

Pariah (Striker)

Mind	1	Body	6	Soul	5	Tags	
Skills	Coding 4, Bravery 3					Element	Stone
HP	9					Drops	Anubis; StoneBody
BlinkStep	Speed		Move up to a range band silently and almost instantly, as if moving in fast-motion.				
Dread	Coding			Near lights and cameras fade, then go dark for a few seconds. Usable while immobile.			
Scopophobia	Passive	If anyone sees you, you are immobilized. While immobilized, you are invincible.					
Omega Version: Body is 9. Bravery is 6. Dread also briefly disconnects PETs. PariahΩ drops Paranoia.							
OpticalExploit	Passive	When someone looks at a picture of you, learn exactly where they are.					

Viruses made to resemble elegant statues, the Pariah hides in plain sight before tearing its unaware prey apart with supernatural speed.

WhiteMist (Disruption)

Mind	1	Body	3	Soul	1	Tags	Inanimate; Flying
Skills	Coding 4, Affinity 4					Element	Disease
HP	4					Drops	Chimera; Possession
Parasitosis	Coding	⌘	Enter a Close recently-deleted Navi/Virus, fully reviving them. You can't be hurt while inside.				
Dysmorphia	Coding	⌘	Add 1 to one of your parasitized host's skills. Their body distorts to accomodate the change.				
InTheEyes	Passive		You control parasitized targets. Replace their element with yours. They upshift Speed rolls.				
Omega Version: Body is now 4. Coding is now 6. WhiteMistΩ drops VileSeed.							
Plaguebringer	Affinity	⌘	Must be within an Infested target. They lose 2 HP. Spawn another WhiteMist Close.				

Clouds of miniscule Viruses that infest and assimilate bodies. The telltale sign of infection is in the eyes. Is the host in there somewhere...?



PART 3: EXTRA CONTENT

TAROT BATTLECHIPS

This collection of BattleChips is directly based on the symbolism of the major arcana of tarot, a traditional collection of playing cards sometimes used for divination. This was made in collaboration with **Nathan Blades**, an independent podcast producer, tabletop RPG developer, and streamer. For a mix of RPG mystery-writing advice, character inspiration, and one-page micro-RPGs, download their zine, *The Queer Cyberpunk's Guide to Tabletop RPGs*: <https://sixofspades.itch.io/queer-cyberpunks-guide>

0-The Fool

1+X Damage, Near [Thrown]
Magic card! If this is the first chip you use, knock the target over; if it's the last in your Folder, X=3.

III-The Empress

2 Dmg, Close, Accu., Awkd. [Impact]
Royal scepter! Spend 1 Charm: If their next attack targets anyone other than you, upshift it.

VI-The Lovers

Close, Dangerous [Hazard]
Rose garden! Everyone within can only deal dmg with scornful Charm/Bravery rolls. Wilts in a minute.

IX-The Hermit

Close, Piercing, Slow [Summon]
Holy lantern! Pick a Near target. After you defend twice, hits the target with a 3-damage light blast.

XII-Hanged Man

Guard, Slow [Support]
Next time you're attacked, don't defend. Damage you take = X. Next Mind roll gets +X dice.

XV-The Devil

Guard, Simple [Support]
Next 3 times you would fail a roll, spend 2 HP and reroll all the failed dice. This can delete you.

XVIII-The Moon

Near, Slow [Thrown]
Dream bomb! Target briefly (pick 1): can't see allies; sees you as friendly; sees you as terrifying.

I-The Magician

3 Dmg, Near, Prcn., Dngr., Slow [Shot]
Arcane magic blast! If this is the first allied attack on the target, ignore the negative tags.

IV-The Emperor

3 Damage, Close, Piercing [Blade]
King's trident! If this doesn't delete, upshift your next 2 rolls unless they are Strength or Bravery.

VII-The Chariot

3 Damage, Near, Awkward [Rush]
Charge Close! Roll Normal Bravery; if you fail, this is Dangerous. If you crit, this is Piercing.

X-Wheel of Fortune

3 Damage, Near [Thrown]
Karmic wheel of spikes! After the target rolls once, they can use a copy of this chip once.

XIII-Death

3 Damage, Near [Rush]
Charge Close on an ivory horse! If this would delete the target, it wipes their memories instead.

XVI-The Tower

Near, Prcn., Awkd., Dngr. [Summon]
Malevolent cloud! GM picks 3 objects and up to 3 hostile targets to hit with shattering 3-dmg bolts.

XIX-The Sun

Near, Slow [Hazard]
Revealing light (pick 2): exposes invisible/disguised targets; shows everyone's Max HP; highlights liars.

XXI-The World

Far, Simple [Support - Mega]
Can use the elements of all in range for 5 rolls. Roll Xd6 to summon/manipulate; X=Bond Points.

II-High Priestess

Near, Guard, Slow [Rush]
Next time an enemy targets you with a Mind roll, briefly go invisible and move a range band.

V-The Hierophant

Close, Awkward [Wave]
For 2 rolls, targets (pick 2): set their element to yours; set their Mind to yours; cannot use chips.

VIII-Strength

4 Damage, Close [Impact]
Bite with a vicious lion's head! Your next 3 rolled/BattleChip attacks deal -1 damage.

XI-Justice

X Damage, Close, Awkward [Blade]
Blade of judgement! X = the amount of damage the target did with their last attack.

XIV-Temperance

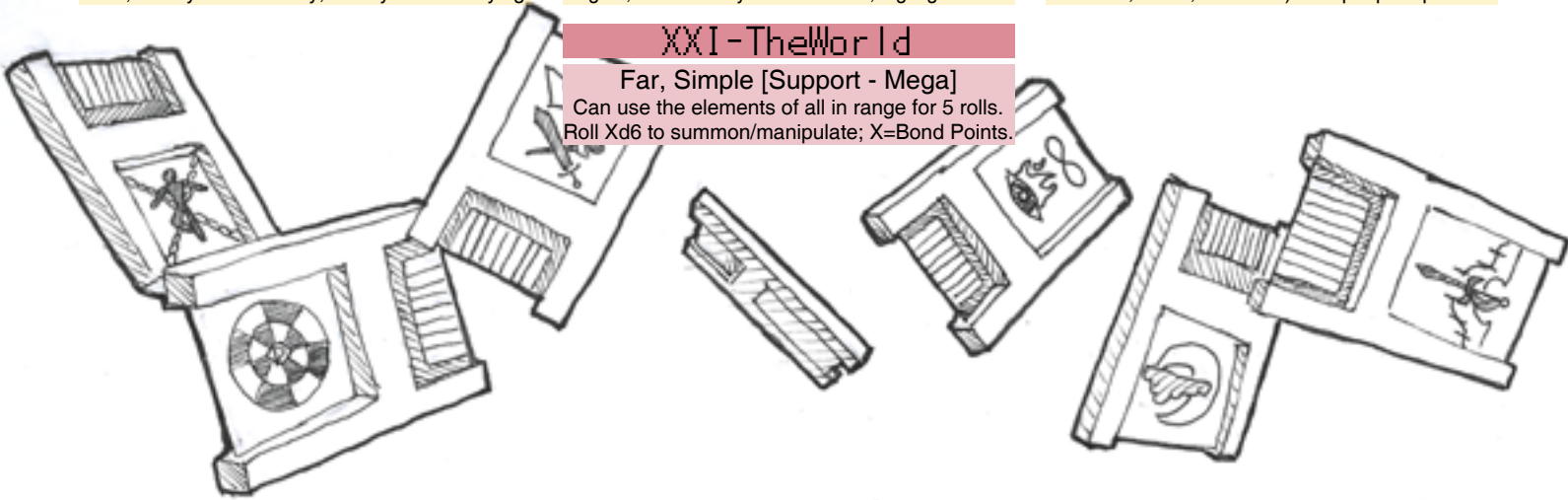
Close, Slow [Hazard]
Calm, shallow water rises. Anyone inside always rolls at least 4 dice. Non-hostile rolls only.

XVII-The Star

X Damage, Near, Awkward [Shot]
Fire a shining beam of hope! X=HP missing, max 4. Can't reduce the target's HP below 1.

XX-Judgement

2 Damage, Near, Slow [Wave]
Holy trumpet blast removes temp. effects (e.g. Guards, stuns, roll shifts) except spent points.



ADVANCED SUPPORT CHIP PACK

AntiChip

Near, Guard, Slow

Pick a chip category. Next time an enemy uses that category, take their chip and use it yourself.

AntiMelee

Guard, Slow

Next time you're melee attacked, downshift parrying. On parry win, they fly a range band away.

Aqua+2

Simple

Your next 2 rolls/chips are soaking! Anything affected becomes super-slippery and ice-cold.

BubbleWrap

Guard

Bubble shield! +1 die to defense rolls until you take damage. Spend 1 Affinity to refresh.

FastGauge

Simple

Can spend X Speed to add X chips from your pack to your Folder, no matter how full it is.

GrabRevenge

Guard, Slow

Next time a target takes a chip from you, take their highest-dmg chip instead. (If tied, you pick.)

MagShield

Guard, Slow

Downshift your next Stamina defense. If you take 0 dmg, drag the attacker Close & stun them.

Painbrush

Simple

Spend X HP to gain the element Paint for X rolls. Add X to rolls to summon it.

SearchShuffle

Near, Simple

Spend X Sense to swap X BattleChips between your Folder and an ally's.

Team1

Guard, Simple

The next time a Bonded ally is hurt, your next roll gets +X dice. X = your Bond Level with them.

AntiDamage

Guard, Slow

Next defense, swap places with a Near object & take 0 dmg. Fails vs. Accurate chips/LockOn.

AntiNavi

Guard, Slow

Name a skill. On your next opposed roll, if an opponent uses that skill, roll +4 dice.

BeatSwipe

Near, Guard, Slow

Next time an enemy uses a chip, roll Coding. If your hits > chip dmg, take the chip and use it.

BusterUp

Simple

For 3 rolls, gain the element (pick 1): Bullets; Lasers; Bombs. Use Sense to spawn/manipulate.

Fire+2

Simple

Your next 2 rolls/chips are incendiary! Flaming targets take -1 HP next time they fail a roll.

HazGuard

Guard, Slow

Next time you resist a hazard, downshift the roll. On 2+ hits, turn the hazard into your element.

OilBody

Guard, Simple

Turn super-flammable for 5 rolls. Any that touch or melee attack you turn super-flammable too.

PoisonFace

Simple, Dangerous

Cursed face paint! On next Charm/Bravery roll, poisons the target, upshifting their next 3 rolls.

SideGun

Simple

A backup buster upgrade! For 3 ranged Sense attacks, you roll at least 5 dice.

Team2

Guard, Simple

The next time you take damage, heal an ally equal to the damage you took.

AntiElement

Near, Guard, Slow

Next time an enemy fails to spawn/manipulate their element, they spawn your element instead.

AntiWarp

Far, Guard, Slow

Next time an enemy moves range bands with a chip/power, teleport a range band & act first.

BreakBuster

Simple

For 3 rolls, gain the element Crumbling. Your rolled attacks ignore Guards & are Piercing.

Elec+2

Simple

Your next 2 rolls/chips are supercharged! They give off bright light and briefly stun wet targets.

FreshSpout

Near, Guard, Simple

The next 5 times you/an ally use a water-related BattleChip, also heal 1 HP. Water spouts up.

I-Frames

Guard, Slow

The next time you take damage, you're invincible for the next 2 rolls or after a minute passes.

Overclock

Near, Simple

Next time you succeed a Body roll, all roll-based durations in range immediately tick down by 2.

PoisonMask

Guard, Dangerous

Evil metal mask! +3 dice next defense; fails to Piercing. Until then, it emits hazardous poison.

SwapDrop

Near

Swap the position of 2 targets. Targets can be allies or summoned objects.

Wood+2

Simple

Your next 2 rolls/chips each sprout a tree! They are (pick 1): tall; vine-covered; easy to fell.

SUMMER CAMP GRAB BAG

The Summer Camp Grab Bag is a diverse assortment of BattleChips. It offers a variety of powerful, unusual, and dramatic chips to experiment with. They were released to celebrate the 2022 Summer Camp event in the [Merry Mancer Games Discord server](#).

BlastRocket

2 Damage, Near, Prcn., Dngr. [Shot]
Quaking rocket! If the target's Close, spend 1 Stamina to also fly a range band away.

Camouflage

Guard [Support]
Next time someone covers you in their element, you can use their element for 2 rolls.

DimensionalSlice

3 Dmg, Near, Prcn., Dngr., Slow [Blade]
Must spend 1 Coding. If the target is Near, cleave space to warp them Close to you.

LightEdge

3 Damage, Close, Piercing [Blade]
A neon cybernetic blade! While this chip is unused in your Folder, your body loudly buzzes.

Masquerade

Near, Awkward, Slow [Support]
After a flashy pose, you and allies gain elegant outfits that conceal your identities.

ProtoStrike

Guard, Slow [Blade]
Next time you successfully defend, warp Close behind the attacker and slash for 3 damage.

RollArrow

2 Damage, Near, Piercing, Slow [Shot]
Spend 1 Charm to knock the alphabetically first Support chip from target's Folder.

ShieldBash

1+X Dmg, Close, Prcn, Awkd [Impact]
Slam your opponent with a big shield! If you have a Guard active, deal +2 dmg.

Underhand

2 Damage, Near, Slow [Wave]
Hands rise to thrash grounded targets! Spend 1 Strength to briefly hold targets still.

BlinkSlash

Close, Simple, Piercing [Blade]
Cleanly bisect a small or soft object. If used on a living target, destroys their Guard.

ColorBall

2 Damage, Near, Awkward [Wave]
Paintbomb bursts into color! Describe how the targets (and surroundings) are recolored.

Discord

1 Damage, Near, Piercing [Wave]
All Navis hit have a harsh noise blare from their PET, audible from a distance.

Lookout

Near [Thrown]
Remote camera! Sticks to stuff. Can see through it until you jack out or go Far from it.

MoonBlade

2 Damage, Close [Blade]
If used right after moving range bands, you can spin-slash to hit everything Close!

RainBow

3 Dmg, Near, Prcn., Awkd., Slow [Shot]
Magical arrow! Before firing, you dramatically draw in all the colors. Briefly blinds on hit.

SeismicBlast

1 Damage, Near, Piercing [Wave]
Targets must be grounded. A ground burst launches targets a range band into the air.

StarArrow

2 Damage, Near [Shot]
Fire a shining, cosmic arrow! You can grab it to fly behind it, but that makes it Slow.

Uplink

1 Dmg, Near, Accu., Awkd. [Thrown]
Wild cables plug in! You can make a Coding roll on the target as if you were Close.

BullRush

2 Damage, Near, Prcn., Dngr. [Rush]
Ram into Close range! If your Body > target's Body, they fly a range band away.

CutContent

2 Damage, Close [Blade]
A blade made from Navi data. You can spend 2 HP to instantly refresh this chip.

DoubleJump

1 Damage, Near, Accurate [Rush]
Hop Close and kick the target! You can then leap a range band in any direction.

Magnifryer

2 Damage, Near [Shot]
Giant magnifier fires a sunbeam! Can instead downshift an Info roll on a Close target.

NailGun

3 Dmg, Near, Slow [Shot]
Slow-moving nail volley! Downshift defending with Speed. Sticks targets to Close surfaces.

RemotePlug

2 Dmg, Near, Accu., Awkd., Slow [Shot]
Electrified plug! Spend 1 Sense to see through it and guide it - you can turn it in midair.

ShadowFreeze

Near, Prcn., Awkd., Dngr. [Wave]
Briefly freeze targets! Can spend 1 Coding to make this a Shot that ignores walls.

Stat iCannon

3 Damage, Near, Piercing [Shot]
Power-diverting cannon! After firing, you're disconnected from your PET for 2 rolls.

WirelessMouse

Close [Summon]
Tiny scout patrols Near where it's spawned. If it finds danger, it squeaks and runs to you.

NAVI POWER UPGRADES

These NaviCust Programs can be used to upgrade Navi Powers. All Navi Power Upgrades require the original Navi Power, either from character creation or a NaviCust Program. You can only have one Navi Power Upgrade installed for each Navi Power. Benefits from Navi Power Upgrades are lost if either the Upgrade or the Navi Power itself are uninstalled. Anything that copies Navi Powers (e.g. NaviChips) also copies NPUs.

SENSE

BlindMode

Find a target with extrasensory means (e.g. thermal imaging, echolocation).

Expose 「2」

Detecting a target with BlindMode reveals them to all allies for 3 rolls.

Monitor 「2」

Can place a remote, livestreaming camera with all senses. One at a time.

Tracker

Identify hidden trails and inconsistent parts of the environment.

MapDigitizer 「2」

If you spend a minute or 1 Charge, Tracker can work on real-world areas.

Projector 「2」

Shows the target's speed, destination, and exact movements and actions so far.

Splash

Roll once to attack a Near target. Damages everything Close to the target.

HyperBomber 「3」

Splash can use AP rounds, downshifting Speed and upshifting Stamina defense.

RemoteDet 「2」

Choose when shots detonate. 2 primed shots at once. Roll dmg on detonation.

LockOn

Pick a target — the next rolled attack on them is guaranteed Easy.

ChargeShot 「2」

LockOn can be used to make Shot chips Accurate and ignore Guards.

Interception 「3」

LockOn also marks targets; you can parry their direct ranged attacks with your own.

Volley

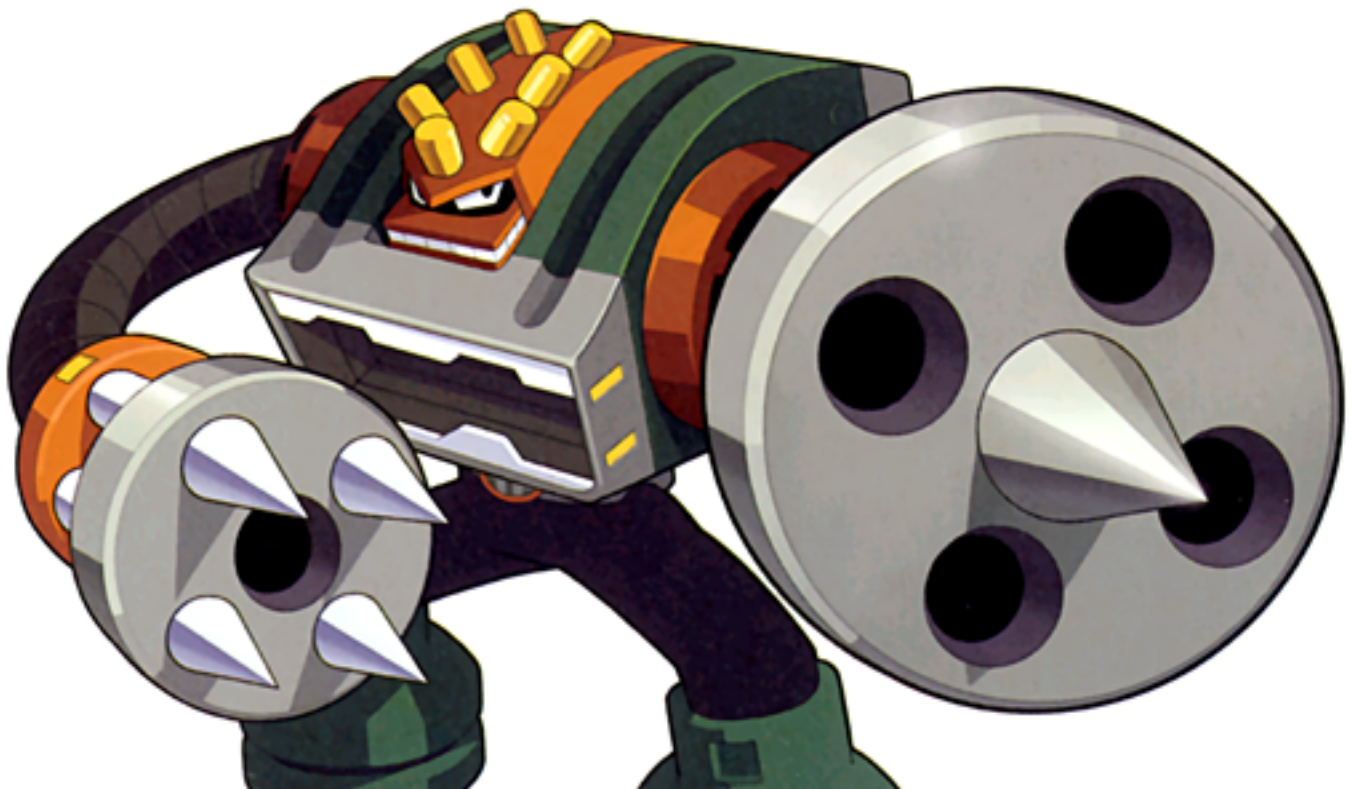
Reroll your next attack roll twice and take the best outcome.

RapidInput 「2」

Volley can also boost any (non-defense) Strength, Coding, or Speed roll.

AsOne 「1」

Volley can instead let all Near allies roll with you to attack. Only use the best result.



NAVI POWER UPGRADES, CONT.

INFO

Analyze

Learn what makes the target (pick 1): dangerous; happy; valuable; vulnerable.

Virologist 「2」

Analyzing a Virus can instead list its stats, skills, powers, HP, and element.

Exploit 「2」

Add +2 dice to the first 2 allied rolls vs. the target. Once per target.

CloneTool

Copy a Close object. You can store it in an empty Folder slot. Expires on jack-out.

EleMatch 「2」

When you clone summoned element, CloneTool can manipulate it for 3 rolls.

PalPocket 「1」

You can put non-Navi allies in Folder slots (e.g. Progs, ally Viruses). 1 per slot.

MemoryScan

Scan a Close Virus/Object to reveal the target's recent memories/interactions.

SearchIndex 「2」

You can find distant memories if you give a specific date/time.

StorageViolation 「3」

MemoryScan can also scan Navis. [Often illegal.]

Reconfig

Trade your unused Folder chips with your allies' Folder chips and your pack.

FolderOverload 「2」

You can spend an unused chip in your Folder to activate Reconfig.

Hijack 「3」

Your next melee attack takes a chip (GM's pick) from the target's Folder.

Refresh

Pick a used BattleChip in your Folder. It is now usable again - once per chip.

ForceRefresh 「2」

Can instead reduce Max HP by 2 to use Refresh. Resets on jack-out.

Retry 「3」

If a target completely resists a chip, it is not exhausted. Once per BattleChip.

CODING

Disruption

Pick a Near target; disables their last used power/NCP until they roll 3 times.

CopyCommand 「3」

On blocking a default Navi Power/ NCP, you can use it once until next Disruption.

Rupture 「2」

If used Close, can also deal dmg as a melee attack. Reduce the dmg by 1.

Firewall

Put a temporary door on a Near entrance that blocks known enemies.

Backtrace 「2」

If the door is destroyed, it turns into a Normal hazard and you're alerted.

Portal 「2」

The user and allies can warp between Near Firewalls by entering them.

NoClip

Pass through a thin structure (walls, floors, pipes, etc).

AntiCollider 「2」

You can apply NoClip to a Close target.

Fizzle 「3」

You can use NoClip to dodge attacks that would pass through you.

MapEdit

Generate a Near simple structure that is either hard, large, or hidden.

Motorize 「2」

Structures can move independently; Easy Coding roll to change the speed.

TexturePack 「2」

Structures can be bouncy, sticky, floating, slippery, magnetic, or gelatinous.

PropHunt

Disguise yourself or a Close ally as a similarly-sized object. Movement ends it.

WalkCube 「1」

Movement does not end PropHunt, but attacking or defending does.

SelfPortrait 「1」

You can instead make a similarly-sized Close object look just like yourself.

NAVI POWER UPGRADES, CONT.

STRENGTH

Gutsy

Launch a Close target one range band in any direction.

GutsImpact 「2」

When a Gutsy'd ally rolls to melee attack midair, they add your Body.

GutStrike 「1」

You can roll 1 fewer die on any melee attack to give it Gutsy's effect.

Shatter

Destroy a Close structure or piece of terrain.

Demolition 「2」

Before rolling, can choose for the target object to become a Normal hazard.

Infiltrate 「1」

Shatter can be silent if you have a few moments of uninterrupted preparation.

Shockwave

A ranged attack that only moves through surfaces. It can hit one Near target.

Tremor 「2」

Deal one less damage to knock the target over.

WaveMod 「2」

Spend 1 Wave chip to give Shockwave its properties for X+1 rolls. X=chip dmg.

Breakcharge

Your next attack roll ignores Guards and upshifts the target's next 4 Body rolls.

BreakSlot 「3」

Can use BreakCharge with melee chips. They also become Piercing.

Debilitate 「2」

Can upshift one of the target's skills instead of Body rolls. (Does not stack.)

Followthrough

Your next melee or Strength roll hits any number of targets in range.

Blowback 「2」

One target can be Near range if you pick a Close target to launch at them.

LastHit 「2」

Followthrough is free if it deletes a target. Reset Strength penalties on multi-delete.

SPEED

FlowState

Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)

KeyBind 「2」

FlowState lets you constrict a Close target. Upshift resisting with Stamina.

Meld 「1」

You can hide in a Close abundance of your element indefinitely.

JumpJets

Launch a range band in any direction from the ground.

BlastOff 「2」

JumpJets covers all enemies Close to your launch point with your element.

ZealOverdrive 「2」

On 2+ hits, you can downshift your next attack and upshift your next defense.

Sneakrun

Slip past an inanimate threat (e.g. traps, sensors).

Cloak 「2」

When you spend a Speed point or roll a crit with Speed, you can briefly go invisible.

Pathfind 「1」

SneakRun can affect others too as long as they stay Close to you.

Afterimages

Reroll your next 3 defense rolls, taking the best outcome each time.

BackupRoutine 「1」

Can spend a reroll to downshift a Charm or Bravery roll.

Illusion 「2」

Spend a reroll to give a transient, incorporeal hologram of you 1 order.

Warp

Instantly move up to one range band.

Revert 「2」

Within 10 seconds of warping, you can warp back to your starting point for free.

Transmission 「2」

You can use Warp on a Close ally or object instead.

NAVI POWER UPGRADES, CONT.

STAMINA

ArmorChange

Your body is briefly (pick one): superhot; icy; superheavy; camouflaged; or luminous.

ArmoryPlus 「2」

Can instead choose these effects: loud; decorated; buoyant; flammable; or ugly.

GuardArmor 「1」

When you have a Guard chip active, downshift ArmorChange rolls.

GravArmor

Move along or stick to any Close surface, or stick any Close object to you.

ReversePolarity 「3」

GravArmor can drag a Near object or airborne target into Close range.

TeamLock 「1」

When you stick to a surface, any Close allies can gravity-latch onto your body.

Reflect

Parry a direct ranged attack, rolling Stamina. Reflects secondary effects.

StrikeBack 「2」

You can Reflect projectiles with a melee attack instead, BattleChips included.

TypeConversion 「2」

If you win, you can instead convert your hits to bonus dice on your next roll.

Clear

Cure all negative secondary effects from outside sources. Usable on Close allies.

ArmorReset 「2」

When you slot in a Guard chip, activate Clear's effect on yourself for free.

RAMWipe 「1」

Can instead modify your next attack to also remove temporary buffs.

Regenerate

The next 5 times you roll or use a Battle-Chip, heal 1 HP. (Damage comes first.)

Essence 「1」

Each time Regenerate heals 1 HP, a small amount of your element appears Close.

Overheal 「2」

All healing can exceed Max HP. While over Max and not healing, take -1 HP each roll.

CHARM

Harmless

Avert hostile attention from yourself.

Incognito 「1」

On a success, targets will not remember your identity if you choose.

Mascot 「1」

You can also avert hostile attention from X Close allies. X=hits-1.

Hypnotize

For 3 rolls, a calm Close target is (pick 1): drowsy; forgetful; paranoid; loopy

HypnoFlash 「3」

Hypnotize works on humans if you are on a large screen. [Often illegal.]

Intrusive 「2」

You can give Hypnotized targets a one-word order. They will think it's their idea.

Playback

Imitate someone else's voice.

Soundboard 「1」

Playback can generate any noise you've heard before or can find online.

SurroundSound 「1」

Your voice can come from any real-world speaker Near your physical jack-in point.

ModelEdit

Look like a Virus or Navi you've met (appearance only).

Designer 「1」

You can apply ModelEdit to a Close target.

Fabricator 「3」

ModelEdit can be used as a Roll Power. Major changes require a minute of focus.

Overwrite

Trick a hostile Virus into helping you. The bigger the ask, the shorter it lasts.

Influencer 「1」

Overwrite also works on generic/unnamed digital NPCs. [Often illegal.]

Tamer 「3」

If a Virus is near deletion, you can permanently tame them (1 Virus at a time).

NAVI POWER UPGRADES, CONT.

BRAVERY

Glare

Momentarily stun a Near target (once per target until jack-out).

Ferocity 「2」

When you successfully Glare a target, you can instantly act upon them.

VeilPiercer 「1」

When you Glare a target, you can tell exactly how they feel about you.

SystemCall

Convince one or more Near targets to focus their hostile attention on you.

Arena 「2」

On success, an elemental ring shuts others out and you and the targets in.

Gladiator 「2」

When parrying a SystemCall target, you can turn one failure into an escalation.

CommandLine

Create a minion with one purpose. (One at a time; it has no stats/skills.)

UserInterface 「3」

You can make any roll via your minion instead, including Navi Powers.

Search+Destroy 「2」

This can act as a ranged attack on a Near target, even if out of line-of-sight.

Bodyguard

Pick an ally. Next time they're attacked & Near, step in to take the attack instead.

Daredevil 「2」

If you defend by parrying, the cost is refunded.

Protector 「1」

You can defend all Close allies at once from a multitarget attack.

Rally

Add two dice to someone else's Soul roll (before they roll).

Inspire 「1」

Rally can instead let an ally reroll two dice on a Soul roll.

Specialist 「2」

On jack-in, pick any skill. Rally can add 3 dice to an ally roll with that skill instead.

AFFINITY

Alt

Use the element of the last Near deleted Virus. Max 3 uses; also ends on jack-out.

AltTab 「2」

Swap Alt's element with a Near Virus's element. It has the same number of uses.

AltF4 「1」

You can spend 1 HP to add another use to Alt's element.

Control

Make a ranged attack with your element if it is present.

ControlA 「2」

Detonate all abundances of your element in Near range, damaging all Close to one.

ControlX 「3」

Control is now a melee-only attack. Gain the element of the last enemy you deleted.

Shift

Swap places with an abundance of your element in line of sight.

BurstTransmission 「2」

When appearing at your destination, cover everything Close in your element.

Redirect 「2」

You can Shift with a known Near abundance of your element not in sight.

CodeInjection

Your next rolled attack covers the target with your element.

BufferOverflow 「1」

If your next rolled attack deletes, cover all Close to the target with your element.

Universal 「1」

Non-attack rolls can use CodeInjection as long as they have a target.

Save

If your element is present, heal someone for 3 HP.

Elementango 「2」

Save also gives the target an elemental barrier (Guard) that negates 1 attack.

SaveAs 「1」

Save also gives the target control over your element for one roll.

MEGA VIRUSES

Navis that delve into the internet's darkest corners may be unlucky enough to find (or be found by) **Mega Viruses**: Viruses with stronger abilities, more complicated powers, and some of the rarest chips a collector may ever find.

In terms of difficulty, Mega Viruses are like “mini-bosses” — an intermediary point between individual Viruses and Navis. A group of players can dispatch most Mega Viruses without too much difficulty. A Mega Virus with a couple Virus teammates will be a challenge. And a group of Mega Viruses working together is sure to create a desperate encounter for all but the most seasoned Navis.



Importantly, not every Mega Virus can — or should — be deleted with brute force. In some situations, Mega Viruses may be controlled by **signal nodes**: powerful code clusters housed in well-protected (or well-hidden) structures that issue commands from afar. Signal nodes can be overcome by a variety of methods: some can be destroyed, some can be hacked, and some simply require the Navis to stay jacked in for a set amount of time before it can't power the Mega Virus anymore. Once a signal node is overcome, it grants all of the Mega Virus's BattleChip drops.

Due to their complex programming, Mega Viruses are not affected by anything that only works on Viruses. This includes Navi Powers like Overwrite, BattleChips like Recall, and certain Virus Powers.

Each Mega Virus has a stronger form: an **Omega Version**. Omega Viruses have various improvements from their Mega form, including higher stats and/or skills, improved powers, and extra abilities. Omega Viruses rival well-equipped Navis with their power; an Omega Virus and a couple Virus teammates can make for a fearsome climactic encounter to any session, even for veteran Navis. And as a reward for any Navi brave, strong, and smart enough to overcome an Omega Virus, they all drop a MegaChip — no roll necessary.

Game Masters should always carefully consider where and how they use Mega Viruses. Planning the environment, NPCs, and short-term conflict around the Virus's strengths and weaknesses can bring out the best in Mega Viruses.



MEGA VIRUSES: ARTILLERY

DustDevil

Mind	4	Body	2	Soul	3	Tags	
Skills	Coding 2, Affinity 3					Element	Wind
HP	4					Drops	DimensionalGate; EleMentalist
Inhale	Coding	☰	Suck in up to 3 Near objects. Every object inside you adds 1 Stamina; max 9.				
Exhale	Stamina	☰ ☹	Your next Sense attack launches an object from inside you for +1 dmg. Stacks to +3.				
Ventilate	Stamina	☰	Eject an object to Near and change your element to something related to it. Lasts 3 rolls.				
Omega Version: Mind is now 5. Inhale now works on Viruses — they're unharmed by it. DustDevilΩ drops GateMagic.							
JunkShield	Passive	When attacked at range, you can spend Stamina to negate incoming damage, 1-to-1.					

DustDevil Viruses are tall, round, and metallic. They suck items and hazards into their body before launching them at high speeds.

HydraCannon

Mind	1	Body	1	Soul	1	Tags	Inanimate; Immobile
Skills	Sense 4, Coding 5, Stamina 2					Element	Bullets
HP	10					Drops	VarGun; XVI-TheTower
BeltFeed	Coding	☐ ☹	Your next attack is (pick 1): Accurate; Piercing; electrified; environment-shattering.				
SpoolUp	Passive		Spend 1 HP and a few seconds: your next attack hits x2 times. This stacks, adding +1 each use.				
Omega Version: Mind is now 3. HydraCannonΩ drops SuperVulcan.							
Regenerate	Stamina	☐ ☹	The next 5 times you roll or use a BattleChip, heal 1 HP. (Damage comes first.)				

HydraCannons are towering turrets, crackling with power. Their rotating barrels unleash a hailstorm of bullets on unlucky targets.

Scuttlest

Mind	3	Body	2	Soul	2	Tags	
Skills	Sense 3, Coding 3, Affinity 3					Element	Light
HP	4					Drops	LightWave; IX-TheHermit
DreamBeam	Sense	☰	Fire a Near Piercing laser that breaks Guards and pierces unreinforced objects.				
DreamAura	Coding	☰ ☹	Get a Guard that negates all attacks under 3 dmg. Lasts 4 rolls or until you take dmg.				
Dreamscape	Affinity	☰	Move your Guard off your body, turning it into a Near wall with the same properties.				
Omega Version: Mind is 5. Coding is 5. Affinity is 5. HP is 6. ScuttlestΩ drops Aura.							
DreamPrism	Passive	When your Guard negates a ranged attack, redirect it to a Near target of your choice.					

Scuttlests are insectoid Viruses based off a digital superweapon. They fire devastating lasers and manipulate protective barriers of light.

SysCrasher

Mind	5	Body	2	Soul	2	Tags	
Skills	Stamina 2, Bravery 4, Affinity 3					Element	Black Holes
HP	6					Drops	AirBomb; XX-Judgement
Splash	Sense	☰	Roll once to attack a Near target. Damages everything Close to the target.				
StaticVoid	Coding	☰	Make a Near black hole. Spend 1 hit to draw something Near the void Close to it.				
VoidBurst	Affinity	☰	Detonate your element! Removes temp. positive effects (e.g. Guards) from any Close.				
Omega Version: Sense is 3. Affinity is 5. HP is now 8. SysCrasherΩ drops BlackHoleBomb.							
Spreader	Passive		Ranged attacks cover things in your element.				

The SysCrasher Virus looks like a hulking, glitchy mass, with 3 yellow eyes and skin like static. It uses voids to tear servers apart.

MEGA VIRUSES: DISRUPTION

Heartbreaker

Mind	3	Body	1	Soul	3	Tags	
Skills	Charm 4, Bravery 2, Affinity 4					Element	Flowers
HP	6					Drops	BigHeart; VI-TheLovers
BlackThorn	Charm	☒	Pick 2 targets and a Near enemy who picks which target you stun. Failure to pick stuns both.				
Narcissus	Bravery	☒	Attack a Near target with cursed petals. They can divert this attack to all their Near allies.				
SnapDragon	Affinity	☒	Ask every Near stunned enemy a question. If they lie (even by omission), they light on fire.				
Omega Version: Speed is 4. Affinity is 6. Narcissus also stuns targets. HeartbreakerΩ drops Expurgation.							
MonksHood	Charm	☒	Warp a range band, then copy a Far target's appearance and voice. Ends on taking dmg.				

The Heartbreaker is an elegant Virus dressed in flower-themed masquerade wear. It delights in turning friends against each other.

Slashdance

Mind	1	Body	4	Soul	1	Tags	Hovering
Skills	Affinity 3					Element	Blades
HP	4					Drops	ChromaSword; InstantKarma
ChromaWave	Strength	☒	Make a ranged attack on a Near target, covering them with all elements you control.				
Resonate	Affinity	☒ ☑	Gain the use of a Near ally's element in addition to your own.				
Blademaster	Passive		Downshifts all of your attacks when parrying.				
Omega Version: HP is 7. Strength is 3. SlashdanceΩ drops ElementalSonicWave.							
Followthrough	Strength	☒ ☑	Your next melee or Strength roll hits any number of targets in range.				

A cursed sword Virus! Slashdances' runic malware can download ally elements, then punish enemies with air-cutting projectile slices.

Snugglebug

Mind	1	Body	1	Soul	2	Tags	
Skills	Charm 6, Affinity 3					Element	Cozy
HP	1					Drops	CandyWave; CritterCrew
AddFriend	Charm	👤	Create a token of affection for the target. Functionally useless, but thoughtful & caring.				
GuiltTrip	Passive		Everyone you meet instantly learns your unique name, favorite color, and favorite treat.				
ILoveYou	Passive		When you roll, Far Viruses learn your location. Starts undetectable, gradually gets obvious.				
Omega Version: ILoveYou also grants Far Viruses +1 die to their next roll, stacking. SnugglebugΩ drops UnityBoost.							
Sorry	Passive		On deletion, you only drop an apology letter. Other drops only come from signal nodes.				

An adorable, simple-minded, pillowy Virus that loves Navis. It has no idea that it invariably endangers its new friends. It just wants hugs.

Wormore

Mind	1	Body	1	Soul	3	Tags	
Skills	Strength 5, Stamina 2, Affinity 3					Element	Burrowing
HP	10					Drops	GeminiTwin; KnuckleSpikes
Engulf	Strength		☒	Engulf a Close target, binding them and jamming their Folder until they break free.			
Infest	Affinity		☒	Infest a Close object, taking control of it. You also heal 2 HP and grow in size.			
InNumbers	Passive			Your Strength always equals half your HP, rounded up. Changing one changes the other.			
Omega Version: HP is 12. Strength is 6. Infest works on Viruses too. WormoreΩ drops ElementSurge.							
Swarm	Strength		☒	Launch latching worms at a Near target. The worms disable powers/NCPs until removed.			

A writhing horde of large, shadowy, worm-like Viruses. They swallow and subsume everything in their path, always growing in numbers.

MEGA VIRUSES: STRIKER

Bladia

Mind	1	Body	2	Soul	1	Tags	Inanimate
Skills	Coding 4, Bravery 3, Affinity 3					Element	Metal
HP	4					Drops	SpiritSword; Possession
IronMaiden	Bravery	🛡️	Trap someone Close within you, blocking PET comms. One at a time; escape is Hard.				
IronCradle	Passive		When you roll with someone inside, you steal 1 HP (no resisting). Eject anyone at 1 HP.				
IronBull	Passive		Add the stats, skills, and powers of trapped targets to your own.				
Omega Version: HP is now 7. Bravery is now 5. IronMaiden can grab Near targets. BladiaΩ drops SealingRites.							
IronCurtain	Affinity	🚪	Turn all Near summoned element into your element.				

These animated suits of armor ambush strong hosts to possess them. Unlucky victims are slowly drained of life unless rescued.

Double

Mind	1	Body	3	Soul	1	Tags	
Skills	Strength 3, Speed 3, Affinity 3					Element	Fog
HP	5					Drops	Decoy; XVIII-TheMoon
FlowState	Speed	🛡️	Reshape your body to fit in tight or oddly-shaped spaces. (Not a disguise.)				
Replicate	Affinity	🚪	Disguise yourself by copying a Near object's form. You must undisguise to act.				
Duplicate	Passive		After taking damage, halve your HP (round up) and spawn a copy of yourself Near.				
Omega Version: Strength, Speed, and Affinity are 4. Max HP is 12. DoubleΩ drops ShadowCaster.							
Eject	Passive		Whenever you take damage, instantly teleport up to one range band.				

A wispy Virus able to bend its form. It scuttles around and hides in plain sight, waiting for unaware Navis to walk within slicing range.

Recycler

Mind	1	Body	1	Soul	1	Tags	
Skills	Strength 1, Stamina 2, Affinity 1					Element	Static
HP	5					Drops	Recall; Recharger
Shockwave	Strength	🛡️	A ranged attack that only moves through surfaces. It can hit one Near target.				
Regenerate	Stamina	🚪🥱	The next 5 times you roll or use a BattleChip, heal 1 HP. (Damage comes first.)				
Recycle	Passive		When anyone Near is deleted, add their stats to yours.				
Omega Version: All stats are 2. Recycle grants skills as well as stats. RecyclerΩ drops NaviRecycle.							
Simulacrum	Passive		When you are targeted with a power or chip, you can use it three times.				

A lurching Virus made of assimilated data, it shambles around in a vaguely humanoid form, leaving a trail of junk data in its wake.

RedColossus

Mind	1	Body	3	Soul	1	Tags	
Skills	Strength 6, Stamina 6, Bravery 6					Element	Crystals
HP	13					Drops	Prism; VIII-Strength
Shatter	Strength	🛡️	Destroy a Close structure or piece of terrain.				
Bloodstone	Bravery	🚪 ☹️	Next time you're attacked, your element covers everything Close in a Normal hazard.				
OcularRifts	Passive		Your vision is foggy. Enemies beyond Close are only visible if they are moving.				
Omega Version: Body is now 9. Bloodstone is now an always-active Passive. RedColossusΩ drops MeteorKnuckle.							
AbyssalRoar	Bravery	🚪	Loose a deafening, horrifying roar. It jams all Near PET connections for 3 rolls.				

Slow and nearly invincible, the RedColossus is towering and crystalline. It shakes the earth as it walks. Run. Don't let it find you.

MEGA VIRUSES: SUPPORT

BulletExpress

Mind	1	Body	3	Soul	3	Tags	
Skills	Speed 3, Bravery 2, Affinity 3					Element	Train Tracks
HP	6					Drops	GoingRoad; VII-TheChariot
AllAboard	Speed	🎲	Load a Close ally/object into a carriage (max 3). Loaded things move with you.				
Disembark	Bravery	🎲	Launch up to 2 carriages' contents a range band in any direction.				
FirstClass	Passive		Allies in carriages heal 1 HP when they roll, and you roll to defend them from all attacks.				
Omega Version: Bravery is now 4. HP is now 8. AllAboard now has a limit of 5. BulletExpressΩ drops DeltaRayEdge.							
PainTrain	Speed	🎲	Ram a Near target, damaging and moving Close. You can unload any carriage(s) on them.				

The speedy BulletExpress Virus looks like a train with a flaming smokestack. It hauls Viruses, hazards, and objects about at top speed.

NecroDancer

Mind	2	Body	1	Soul	5	Tags	
Skills	Speed 5					Element	Ghosts
HP	4					Drops	Recall; XIII-Death
Moonwalk	Speed	🎲	Slide a range band, returning any broken/removed hazards or summons in your path.				
ThrillerNight	Charm	🎲	Dance to resurrect a deleted Near Virus ally. HP = hits. Replace their element with yours.				
DanseMacabre	Affinity	🎲	Dance with any Close targets. They will explode on deletion, spreading their element.				
Omega Version: HP is now 7. ThrillerNight also works on Navis. NecroDancerΩ drops ForbiddenRitual.							
Hustle	Passive		Near allies can roll using your Soul instead of theirs.				

A flashy Virus in glitzy clothes and grungy chains, it raises the dead with forbidden dances. Rumored to be an ascended Manneking.

SpriteRip

Mind	2	Body	2	Soul	3	Tags	Flying
Skills	Coding 3, Speed 2, Affinity 4					Element	Magic
HP	4					Drops	Detonator; MagicTome
CodeSwitch	Coding	☐	Pick a Near ally — they use Strength or Coding to manipulate their element for 3 rolls.				
Manifest	Affinity	☐	Pick a Near ally — their next 3 rolls spawn their element Close to them.				
WithABang	Passive		Allies you use powers on will blast into their element on deletion, dealing 3 dmg to all Close.				
Omega Version: HP is now 8. Charm is now 3. SpriteRipΩ drops Avatar.							
MixedBlessing	Charm	☐ ☺	Pick a Near Virus ally — they get +3 dice to all rolls, but lose 2 HP per roll until deletion.				

A small pixie Virus, the SpriteRip casts magic spells on its allies to bring out their inner power... regardless of whether they live to see it.

Muramasa

Mind	1	Body	2	Soul	1	Tags	Immobile
Skills	Sense 3, Strength 3, Affinity 3					Element	Hellfire
HP	5					Drops	SpiritSword; V-TheHierophant
ForbiddenArt	Strength	🎲	Parry any attack. Loser takes dmg = the total of the winner's parry attacks. You can't back out.				
PowerDrain	Affinity	☐	Vaporize a Near object and get a Death token. Spend a token to live while 0 HP for 1 roll.				
Combine	Passive		Close allies can equip you, adding your skills, element, and other powers to theirs.				
Omega Version: PowerDrain can drain real-world objects of power Near the server. MuramasaΩ drops VanishingWorld.							
Deathwish	Passive		Add +1 die per missing point of HP to every roll except for (non-parry) defense rolls.				

The Muramasa Virus is advanced metamorphic data. It shifts into the perfect weapon for its wielder, but power comes at a price...

MEGA VIRUSES: WRECKER

Anomaly

Mind	2	Body	3	Soul	2	Tags	
Skills	Coding 4, Strength 2, Affinity 5					Element	Illusions
HP	5					Drops	Poltergeist; II-HighPriestess
Vanish	Coding	☐	Turn invisible and teleport up to a range band. Invisibility expires when you are hurt.				
Torment	Strength	☐☐	Manipulate any number of Near objects (e.g. slam doors, press buttons, toss items, etc).				
Doubt	Passive		You can make each viewer perceive your element differently.				
Omega Version: Strength is now 4. HP is now 8. AnomalyΩ drops Paranoia.							
MementoMori	Affinity	☐	Mark a Close target. Remains on jack-out. Consume the mark to warp Near the target.				

A slim, lizard-like Virus with two pearl-white eyes. Its illusions and distractions can cause Navis to doubt everything - even themselves.

Elemperor



Mind	2	Body	2	Soul	2	Tags	
Skills	Coding 3, Affinity 7					Element	Fire
HP	5					Drops	Insert; ChaosSwap
EleMaster	Affinity		☐☐		Change your element to anything you want.		
EleMixup	Coding		☐☐		Swap 2+ Near targets' elements. Lasts 3 rolls.		
EleMercy	Passive		When you're hurt, spawn your element Close.				
Omega Version: Max HP is 8. ElemperorΩ drops EleGeddon.							
EleMajesty	Passive		You can control up to 3 elements at once.				

A mystic lamp Virus that rules over all elements. In spite of its majesty, it's quite tiny.

LostSol

Mind	1	Body	1	Soul	4	Tags	Hovering
Skills	Coding 5, Stamina 1, Bravery 3					Element	The Sun
HP	10					Drops	GunDelSol; XIX-TheSun
Redshift	Coding	☐	Your element briefly (pick 1): reveals invisibility; blinds Close to it; starts growing in size.				
SolarFlare	Affinity	☐☐	(Requires 8+ Affinity.) Overheat a Near target's PET. Interrupts the connection.				
Supernova	Passive		After rolling Affinity, gain 1 Affinity (stacking), lose 1 HP, and raise the server's temperature.				
Omega Version: HP is 20. Supernova's effects are doubled. LostSolΩ drops PyrrhicSun.							
StarCrossed	Affinity	☐☐	(Requires 20+ Affinity.) Pick an object Near the real-world server; it catches on fire.				

Based on ancient sun gods, the LostSol creates blinding light and scorching fire. Its heat can melt digital worlds and server hardware.

Pseudomain

Mind	3	Body	1	Soul	1	Tags	Immobile
Skills	Coding 3, Stamina 2, Affinity 5					Element	Architecture
HP	8					Drops	MapView; Redecorator
Backdoor	Coding	☐	Create a Near door that leads to a fake room. The room's walls count as your body.				
Redecorate	Affinity	☐☐	Modify your room's contents. Complex objects have tells to hint at the room's nature.				
Domain	Passive		Within your room, you can roll Affinity to manipulate anyone's summoned element.				
Omega Version: Coding is now 6. Affinity is now 9. HP is now 20. PseudomainΩ drops XXI-TheWorld.							
Populate	Affinity	☐	Add a fake creature to the room. It rolls with your stats and skills. It cannot speak.				

A room-shaped Virus that tricks Navis into entering false doors. It can manipulate the shape and contents of the rooms within its body.

ADVANCE MYSTERY DATA

This collection of bonus Mystery Data contains a variety of content from NetBattlers Advanced. Each piece of Advance Mystery Data has its own theme, such as the spooky Violet Mystery Data or the expert Gold Mystery Data. Unless otherwise stated in the data's description, they're all rare.

GOLD MYSTERY DATA

Gold Mystery Data contains Advanced Support Chips and Navi Power Upgrades. Often given as prizes in tournaments, it's exceptionally rare to find in the wild. Top NetBattlers get them embedded in trophies.

First, roll d6					
1-2: Zenny		3-4: Advanced Support Chips		5-6: Navi Power Upgrades	
Get [2d6]*800 Zenny		Roll on the following table twice		See Table	
Advanced Support Chips — roll 2d6					
AntiChip	AntiDamage	AntiElement	AntiMelee	AntiNavi	AntiWarp
Aqua+2	BeatSwipe	BreakBuster	BubbleWrap	BusterUp	Elec+2
FastGauge	Fire+2	FreshSpout	GrabRevenge	HazGuard	I-Frames
MagShield	OilBody	Overclock	Painbrush	PoisonFace	PoisonMask
SearchShuffle	SideGun	SwapDrop	Team1	Team2	Wood+2
AntiChip	AntiDamage	AntiElement	AntiMelee	AntiNavi	AntiWarp
Navi Power Upgrades — roll a d6					
1: The Navi gains any singular NPU of their choice. Using the NPU casts a dramatic light.					
2: The Navi gains any singular NPU of their choice. Using the NPU makes a cheering sound play.					
3: The Navi gains any singular NPU of their choice. Using the NPU takes a professional selfie.					
4: The Navi gains any singular NPU of their choice. The NPU's effects can be diamond-colored.					
5: The Navi gains any singular NPU of their choice. The NPU's effects can be colored bright gold.					
6: The Navi gains any singular NPU of their choice. The NPU's effects can be rainbow-colored.					

VIOLET MYSTERY DATA

Violet Mystery Data contains core content and Mystic Lilies crossover content. It has an ominous, otherworldly aura. Rumors say that holding it to your ear lets you hear the voices of the dead.

First, roll d6					
1-3: BattleChips		4-5: NaviCust Programs		6: Misc Table	
See Table		See Table		See Table	
BattleChip Table — roll 2d6					
Anubis	CurtainFire	MysticMist	PhantomGrasp	Shadow	SkullBarrier
AceOfSpades	AnnihilatingRoar	Apparition	BadApple	BanishingBlade	Chimera
DashingGrace	Demystification	Dominion	EchoChamber	ExtendAsh	FlowerBurst
Forbidden	HeartfeltFancy	ImmortalSmoke	InstantKarma	LooseRain	Misdirection
Moonlight	PerfectFreeze	Possession	PristineBeat	Reverser	TabulaRasa
ThirdEye	Uptempo	VanishingMist	VengefulSpirit	WanderFlame	WanderingSin
NaviCust Programs Table — roll 2d6					
BeastWithin	AdminHeadphones	CosmicMind	DarkBargain	DevilFangs	GrazingPower
JackOfHearts	KingOfDiamonds	LunarDial	Malediction	Master	QueenOfClubs
Retribution	Servant	Taboo	EvilMind	Ventrillo	DarkLicense
BeastWithin	AdminHeadphones	CosmicMind	DarkBargain	DevilFangs	GrazingPower
JackOfHearts	KingOfDiamonds	LunarDial	Malediction	Master	QueenOfClubs
Retribution	Servant	Taboo	EvilMind	Ventrillo	DarkLicense
Misc Table — roll a d6					
1: The Navi gains a useful memory. The memory used to be someone else's.					
2: The Navi briefly enters a trance, receiving a warning through a phantasmagorical vision.					
3: The Navi gets something small but useful that was destroyed long ago. It's in perfect condition.					
4: The Navi briefly teleports far away, gone for but a few moments to witness something important.					
5: The Navi feels a spectral hand on their shoulder. Later, it will unveil something hidden.					
6: The Mystery Data contains a corrupted copy of the Navi. It briefly assists the party before vanishing.					

SAPPHIRE MYSTERY DATA

Sapphire Mystery Data contains core content, Leximancy crossover content, and Tarot BattleChips. It's occasionally used as decoration due to how it refracts light into vibrant, gleaming rainbows.

First, roll d6					
1-2: Zenny		3-5: BattleChips		6: Misc Table	
Get [2d6]*350 Zenny		See Table		See Table	
BattleChip Table — roll 2d6					
ColorPoint	CrystalBlade	Prism	Meteors	SilverFist	TundraSpotlight
AlchemistTrick	AlphaStrike	CapsLock	ChaosSwap	Crowdsource	DictionaryAttack
LoveLetters	MagicTome	RhymeScheme	0-TheFool	I-TheMagician	II-HighPriestess
III-TheEmpress	IV-TheEmperor	V-TheHierophant	VI-TheLovers	VII-TheChariot	VIII-Strength
IX-TheHermit	X-WheelOfFortune	XI-Justice	XII-HangedMan	XIII-Death	XIV-Temperance
XV-TheDevil	XVI-TheTower	XVII-TheStar	XVIII-TheMoon	XIX-TheSun	XX-Judgement
Misc Table — roll a d6					
1: The Navi gains access to element: Rainbows until they fail a Soul roll. Lasts after jack-out.					
2: The Navi finds a hand-held program that can generate water. It does not pour quickly, but is infinite.					
3: The Mystery Data is a hidden Prog. It has a risky request; complete it for extravagant payment.					
4: The Navi gains an egg. After time and care, it hatches into a friendly Virus. It's a big responsibility.					
5: The Navi can ask for any item. They'll learn the (non-monetary) price. When paid, they get the item.					
6: The Mystery Data shimmers, then duplicates. The two MDs will only open when given as a gift.					

ACHIEVEMENTS

Achievements are challenges for players and Game Masters. Their requirements range from feats of combat excellence to unorthodox playstyles. Achievements are tracked on a per-player basis, and are just for show.

There are five categories of achievements:

- **First Steps:** Goals for players and GMs new to NetBattlers
- **Admin Privileges:** Varied achievements for Game Masters
- **Tricky Bits:** Oddball challenges for players
- **Smooth Operation:** Player achievements all about combat
- **Milestones:** Tough achievements about luck and long-term play



FIRST STEPS



Hello World

Run a player's first NetBattlers session.



Mission Complete

As a player or GM, finish a campaign of at least 5 sessions.



New Connections

As a NetOp, tinker with a real-world appliance (e.g. fan controls; a thermostat) to change a server and help your jacked-in Navi.



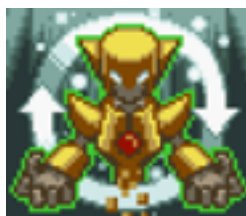
Powered Up

As a player, use every Bond Power at least once.



Ring Out

As a player, delete an enemy by knocking them into a hazard.



Role Reversal

Run a session for someone who ran a NetBattlers session for you before.

ACHIEVEMENTS, CONTINUED

ADMIN PRIVILEGES



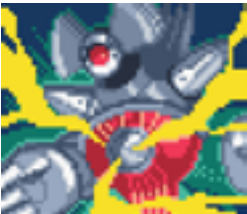
AV Club President

Run a session using background audio and supplemental images.



Double Trouble

Run a session in collaboration with a second Game Master.



Final Form

In the finale of a 5+ session campaign, pit your players against a complex, variety-centric boss you wrote.



Metachievement

Run a session with session-specific achievements for your players.



Variety Show

Run at least one session in each of these genres: Mystery, Slice of Life, Action, Comedy/Satire, and Horror.



Who Needs Prep?

Run a session based on results from the Adventure, NPC, and Enemy Navi Fight generation tables.

TRICKY BITS



Catch 'Em All

As a Navi with a NetOp, jack in with an empty Folder and jack out with 5+ new chips.



EleMania

Have access to 3+ elements at once.



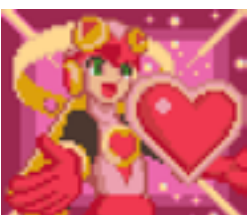
It'll Be Fine

Complete a goal that actively makes your character's life harder for the sake of character growth or drama.



Lil' Astronaut

Successfully sneak the friendly Mettaur from the vending machine aboard the rocketship.



More the Merrier

Befriend all of the following: a Virus, a Prog, and a (formerly) hostile Navi or NetOp.



Toybox

Play a session focusing on Navi action with at least 5 EB of NaviCust space spent on 1 EB NCPs.

ACHIEVEMENTS, CONTINUED

SMOOTH OPERATION



Busting Rank: S

Delete 3 Viruses with a single action before they deal any damage.



Denied

Delete a full-HP target with a single parry.



Outplayed

Delete an enemy with their own BattleChip.



Proxy Warrior

Hack an Inanimate Virus and use it to delete two other Viruses.



Watch Your Step

Delete a target in a separate location only using damage from indirect attacks (e.g. chips like Mine).



You Rock!

In one fight, use a single RockCube to both protect an ally and endanger an enemy.

MILESTONES



Art Adventurer

Make 3 of the following about/involving a NetBattlers character of yours: a drawing, cosplay, a short story, or a song.



Coming of Age

As a player, using the Starting Stronger rules, play the same character as a child, teenager, and adult; 3 sessions per age category.



Consolation Prize

As a player or GM, get 0 hits on an Easy/Normal roll with 9 or more dice.



Jackpot

As a player, get 5000z+ from a randomly-rolled piece of Mystery Data.



Overachiever

Complete 10 goals on the same character.



Perfectionist

As a player, get 7+ Perfect Liberations in one Liberation Mission.

CYBERWEATHER

CyberWeather is a collection of phenomena that modify how servers work, often in dramatic or evocative ways. GMs can use CyberWeather as worldbuilding material, encounter modifiers, or plot points. (Can your players find a device to control the CyberWeather?)

Cyberweather comes in three categories:

- **Basic [Blue]:** Commonplace. It's frequently found installed onto personal homepages or public servers.
- **Glitched [Yellow]:** Uncommon. Sometimes a result of corrupted Basic cyberweather. Navis must take care to avoid harm.
- **Error [Red]:** Rare, chaotic, and dangerous. Very few can exert any control over Error Cyberweather.



DiamondDust

Shiny particles hover in the air, giving the server a glittery, glamorous air. Primarily meant for fashion runways, the dust's flammability issues have yet to be patched out.

Prismist

Simple mist, fog, rain, or snow with a shining rainbow aura. Thinking positive thoughts cause it to shine brighter.

SpringBreeze

A warm, refreshing breeze rolls through the server. It makes plants blossom and gravity half as strong as normal.

SummerSun

Code trained on summer vacation movies. Bright, warm sunbeams illuminate the server, and a picturesque beach materializes at the server's edge (or a nearby open space).

8-BallNebula

Blue-black rain falls from a nebulous sky. Any that drink a glass's worth can ask the sky a question — any question — and get an answer in the form of a cryptic, dreamlike vision.

ChromaticFlux

Intense action can scramble the server's palette, recasting everything in dramatic hues. It eventually normalizes, but rapid, repeated fluxes can cause permanent recoloration.

GlitchDischarge

Buggy clouds accumulate. Anyone wet, glitched, or really unlucky may be struck by bug thunder (a Normal hazard). Fully resisting it grants element: Bug Thunder for 5 rolls.

MementoBorealis

Lights dance across the sky. If a Navi focuses on a memory, the lights depict that memory.

ResonantWaves

Unusual airwaves cause the server to gently undulate. Its contents rise and fall as if floating on a stormy sea.

StaticSnow

Flickering snow drifts from above and accumulates. The more snow has amassed, the worse PET connections get.

GraveyardFog

Ghosts of dead Navis appear. Most are incorporeal and don't notice the living. (Most.) Illusory structures randomly appear and vanish. Nobody knows what's inside them.

LiquidTime

The server's timekeeping functions melt, drip, and rain, breaking the linear flow of time. Time may accelerate, slow, stop, or reverse. This may not affect the server uniformly.

MeteorShowers

At first, they seem like radiant shooting stars... until they get closer. Meteors are slow to impact the server, but they cause devastating damage. Each one is an Extreme hazard.

Scalewind

A glimmering, uneasy wind slowly twists through the server. Shortly after, objects and individuals randomly shrink and grow, sometimes rapidly.



PART 4: APPENDIX

CLARIFICATIONS AND EDGE CASES ⁶⁵

AntiWarp

Far, Guard, Slow

Next time an enemy moves range bands with a chip/power, teleport a range band & act first.

Overclock

Near, Simple

Next time you succeed a Body roll, all roll-based durations in range immediately tick down by 2.



MR. FAMOUS'S FAMOUS TIPS

Find something in NetBattlers that doesn't work like you want? Make like a ScriptKid and **hack it!** I'm a book, not a cop. You know what you and your friends want best! After all, if everyone's having fun, who cares what a book says?

- AntiWarp only activates when an enemy intentionally moves themselves with a chip/power.
- When Overclock ticks down roll-based durations, those effects activate as normal where possible. (E.g. the Navi Power Regenerate, which heals the user 1 HP per roll for 5 rolls, heals the user twice.) Any effects unable to activate still tick down. (e.g. the Navi Power Afterimages, which affects the user's next 3 defense rolls, ticks down twice even though its effects are unable to activate.)
- When a Navi rolls to defend, whatever they are defending against counts as the target of their roll.
- Unless stated otherwise, when someone takes a BattleChip from a target's Folder, it is a temporary effect that expires on jack-out. The target regains use of the chip after jacking out, and the character that took the chip loses access to it after they jack out. The target regaining their chip and the user's access to the stolen chip are separate (e.g. the target jacking out does not remove the stolen chip data from the user).
- Navis cannot get around the "one NPU per power" restriction by installing duplicate Navi Powers.
- MirrorMove is able to parry any chip attack, melee or otherwise.

ADVANCE CREDITS AND THANKS

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Cloudy - redraw (Page 62)

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BlackBlossom (Page 31)

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Snugglebug (Page 50)



MR. FAMOUS'S FAMOUS TIPS

Capcom owns MegaMan & MegaMan Battle Network!
This is a fan project made out of love for the series — **show your support for Capcom!**

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JOIN THE COMMUNITY



Join the Discord server to get the latest updates, chat with fans of NetBattlers and MMBN, and find people to play with!

[Discord. gg/KfhWxpe](https://discord.gg/KfhWxpe)